run 5

THE JOURNAL OF STRATEGIC STUDIES GROUP

Issue 16

AUST $5.00/US $5.00/UK £2.50

Featured in this Issue

* **Alma** - British and French forces almost co-operate against Russia in the Crimea
* **Desert Shield** - the *Butcher of Baghdad* bites off more than he can chew
* **Warlords** - game strategies in the land of Illuria
* **Scenario & Article Index** - a summary of contents from Issues 1 through 16

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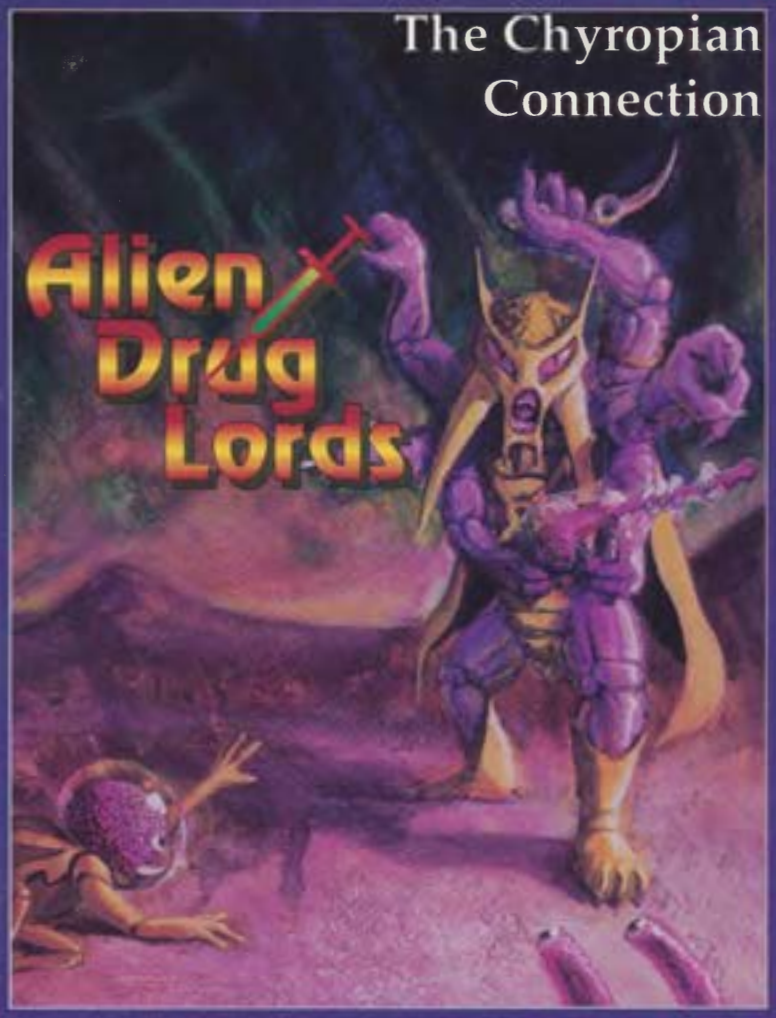

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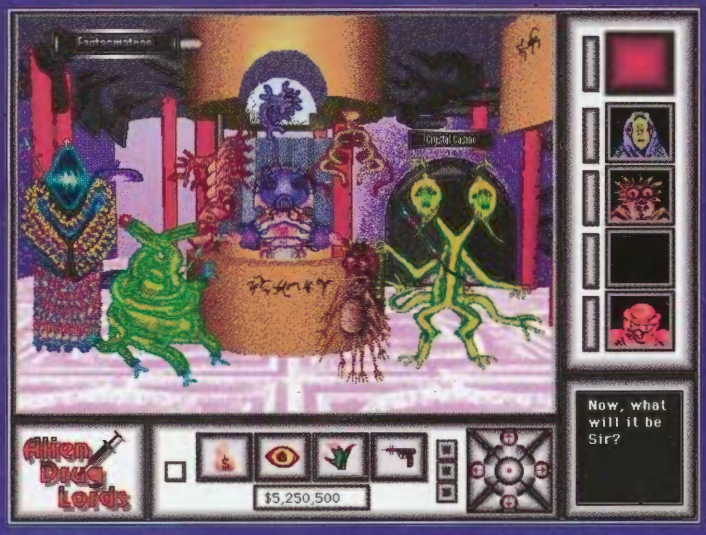

Amiga/ST Screen Dump

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Disk Subscriptions

Disk subscriptions are now available for AII, C64, IBM, IIGS, Macintosh and Amiga users. The cost is the same for all formats.

IBM users must tell us whether they prefer 3.5" or 5.25" format. If you don't specify a format, you will receive the 5.25" diskette. If you wish to switch disk subscriptions from one machine format to another, just let us know.

When we find the time, we intend to upgrade all the scenario disks from back issues into the new formats and allow new users to acquire them or current users to upgrade to them.

We'll keep the cost as low as possible; it will depend on how much time it takes and how many scenarios we can fit onto a disk.

Upgrading to New Machines

We have received a large number of requests from our users to upgrade a particular title from one machine to another. In response to this demand, we have decided upon the following policy.

Any title from our range may be upgraded from one machine to another for a cost of $USD20 (North America) or $AUD25 (Elsewhere). You must send us the original program disk and the front page of the manual from that game. We will send you a complete copy of the new version of the game.

For example, if you wish to upgrade a C-64 version of *Halls of Montezuma* to the IBM/Tandy version, you should send us the original C-64 disk, the front page of the manual and the appropriate cheque, money order or MC/Visa number.

North American users must send their components and funds to our US Office. Everybody else must use our Australian Office. The addresses are on page 4.

EDITOR'S CHANCE

SSG GOES IT ALONE

It's been nine months now since we ended our distribution agreement in the United States with Electronic Arts and decided to go it alone. Well, the first few months were something we'd all prefer to forget but the past three months or so have seen SSG kick a few goals with US distributors.

Credit for this achievement goes to our long-time US representative, John Gleason and to the publication of our new, fantasy/strategy game, *Warlords*. We expect to pick up more distributors in the coming months so that by Christmas, SSG will have as good a presence on retail shelves as it ever did with EA.

If you're still having trouble acquiring our products, give John a call in our Walnut Creek office.

Run 5's tardiness is partly explained by this transition and the extra work it meant for everybody, partly by the delay in publishing *Halls of Montezuma* (Amiga) and *Decisive Battles* (Mac) - yes, both are finished now - and partly by events in the Middle East (as the scenarios in this issue will attest).

I'm going to do better next time! Yes, I know I've said that before and that good intentions are no substitute for action... *c'est la guerre.*

An Important Note for IIGS and Amiga Subscribers

The *Decisive Battles* game system is still in development for the IIGS and Amiga. Both the IIGS and Amiga versions will be available in 1991.

Therefore, subscribers will receive only the Crisis in the Middle East scenarios on the Issue 16 scenario disk. The missing Alma scenario will be sent to you as soon as it is available

IIGS subscribers will get the Apple II version of the Alma scenario as a stop-gap measure.

JUST RELEASED

Since the publication of Issue 15, we have released *Decisive Battles Vol I* (Mac), *Halls of Montezuma* (Amiga), *Rommel* (Mac), *Panzer Battles* (IIGS) and *Warlords* (IBM and Amiga)

ABOUT TO BE RELEASED

We hope to release the following titles in the upcoming months.

May - *Gold of the Americas* (IIGS), *MacArthur's War* (IBM)

June - *Panzer Battles* (Amiga), *Warlords* (Mac), *Rommel* (IIGS)

July - *Carriers at War* (IBM), *Citadel of Chaos* (IBM), *Warlords* (Atari ST)

There are some new projects in the works and we'll provide more details just as soon as they are close enough to finished to put on the Release Schedule.

Carriers at War looks terrific. We decided to go to 640x350 mode in the IBM toget the extra definition to make a visually appealing game. It doesn't look anything like the old AII/C64 versions. Submarines, surface combat, report structures, CAP patrols and air groups returning to sunk carriers are some of the areas which have been extensively revised from the original version.

We hope to have the game finished in time to take it to the Origins '91 Game Convention in Baltimore; if not, well, at least we'll have an almost finished product to display... and Roger will be suitably punished. I mean, if it weren't for programmers, we'd always publish on schedule.

BONUS FOR IBM DISK SUBSCRIBERS

As promised earlier, we have included the game disks for the revised IBM version of *Decisive Battles Vol II* (in 5.25" or 3.5" as appropriate). The IBM version of the Alma scenario will not run with the **old** *Decisive Battles Vol II* master disk. You must use the one included with your subscription or either of the *Vol I* or *Vol III* master disks.

IBM users who do not have a disk subscription andalso have only the old *Vol II* master disk must either upgrade it or purchase *Vol I* or *Vol III* (both of which are great games, of course!)

ONLINE UPDATE

We have been very pleased with the response to our online connections, especially on Compuserve.

We've had long discussions with end users, been able to offer immediate product support and also let people know about new SSG products.

Warlords is a "hot topic" on Compuserve at the moment.

Compuserve libraries contain scenarios, most created by end users and also demo versions of our games for downloading. We log on about every two days, so response time is much quicker than sending a letter. If you're already online, why don't you drop us a line. If you're not, think about it. Apart from being worthwhile it's also great fun.

Compuserve: Strategic Studies Group - 72040, 34

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AII (3.01), C64 (3.01), Mac (3.1), IBM (3.0), IIGS (3.1), Amiga (3.1)

Carriers at War
AII (1.1), C64 (1.1)

Europe Ablaze
AII (1.0), C64 (1.0)

Battlefront
AII (1.0), C64 (1.0)

Russia
AII (1.0), C64 (1.0)

Battles in Normandy
AII (1.0), C64 (1.0)

Halls of Montezuma
AII (1.0), C64 (1.0), Mac (1.3), IBM (3.2*), IIGS (1.1), Amiga (1.0)

Decisive Battles of the American Civil War (Vol I)
AII (1.0), C64 (1.0), Mac (1.0), IBM (2.2)

Rommel
AII (1.0), C64 (1.0), Mac (1.3), IBM (3.2*)

Decisive Battles of the American Civil War (Vol II)
AII (1.0), C64 (1.0), IBM (2.2*)

MacArthur's War
AII (1.0), C64 (1.0), IBM (3.2)

Decisive Battles of the American Civil War (Vol III)
AII (1.0), C64 (1.0), IBM (2.2*)

Fire King
C64 (1.0), IBM (1.0)

Gold of the Americas
Mac (1.1), IBM (1.01), Amiga (1.0), Atari ST (1.0)

Panzer Battles
AII (1.0), C64 (1.0), Mac (1.3), IBM (3.2*), IIGS (1.0)

Warlords
IBM (1.02), Amiga (1.04)

Notes

* The difference between the .2 and .1 versions is the addition of the + and - key functions which allow you to vary the speed of the unit animation with "Full Map" graphics. This is especially useful with fast 386 machines.

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REACH FOR THE STARS
UPGRADE

At last. ***Reach for the Stars*** (3rd Ed.) is completed. If you own a second edition copy of the game, you can upgrade it to third edition **(Apple II or C64 version)**. Issue 8 contains a strategy article on the new RFTS. You must enclose the front page of the second edition rulebook and the original disk to be eligible for the upgrade.

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Reach For The Stars, Halls of Montezuma, Decisive Battles of the American Civil War (Vol 1-3), Rommel, MacArthur's War

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BATTLE OF THE ALMA

The Opening Shot to the Crimean War

September 20th, 1854

A Scenario for the Decisive Battles Game System

by Ian Trout

If the French Revolution of the 18th Century achieved anything, it was that it brought the concept that all men are (more or less) created equal from the purely theoretical to the practical. For almost twenty, glorious years every soldier did have a Marshal's baton in his knapsack; senior diplomatic and administrative appointments were open to all and ability was the prime requisite for promotion.

This is not to say that French Napoleonic society was perfect; far from it. What was remarkable was that for the first time since the collapse of the Roman Republic, the political principles which underlay the state were democratic in the sense that we would use the word today. Every man had a vote.

Democracy breeds nationalism and nationalism, once it takes hold, is a powerful driving force. With Napoleon banished forever to St Helena, the victorious Allies expected Europe to return to its old, class-structured order. It didn't. The fire had been lit and by 1848, revolution had swept Europe.

Only three major nations escaped the turmoil. Britain, already possessed of a representative parliament (at least for the middle and upper classes), and obsessed with the process of industrialization, stayed aloof from the "Continental Disease".

Russia, the largest nation in Europe and its Tsar, Nicholas I, the "Greatest of All Earthly Potentates" remained immune to the infection; the feudal structure of its society little affected by Western events, even by the end of the century. And finally, Turkey, the only Islamic state with any territory in Europe and once the scourge of all Christendom; now the "Sick Man of Europe".

It was the expected demise of Turkey which sparked the series of events which would eventually lead to Britain and France allying themselves with a Moslem country to wage war against Christian Russia. Then, as now, religion has never been allowed to get in the way of good politics or business.

Fitzroy Somerset, Lord Raglan (1788-1855), Commander-in-Chief of the British Forces in the Crimea

Nineteenth century European politics worked much the same way as current Middle-East politics. The pre-eminent diplomatic tool was military force and nations were seldom hesitant to use it.

Eastern European Frontiers in 1854
White Sea
Archangelsk
NORWAY
& SWEDEN
FINLAND
Sveaborg
Gulf of Finland
St Petersburg
RUSSIAN
EMPIRE
Volga R.
Riga
Baltic Sea
Moscow
PRUSSIA
Konigsberg
Berlin
Vistula R.
Warsaw
Kiev
Don R.
Ekaterinberg
Danube R.
Bug R.
Dneiper R.
Vienna
Dniester R.
AUSTRIAN
EMPIRE
Odessa
Caspian Sea
Sevastopol
Bucharest
Silistra
Black Sea
Adriatic Sea
Varna
Sinope
Kars
Constantinople
Gallipoli
OTTOMAN
EMPIRE
GREECE
Tigris R.
Athens
Aegean Sea
Euphrates R.
Meditteranean Sea
SCALE (Miles)
200
400

Sensitive to the possibility of revolution in his own country, Nicholas ordered war-time mobilization and, as soon as this was complete, used the pretext of chronic unrest in the Turkish principalities of Wallachia and Moldavia to occupy them. Turkey could do nothing and no other European power made protest.

Both Britain and France were slow to see the Tsar's real motive. By moving his armies within reach of the Austro-Hungarian border, Russian troops were in a position to provide aid to the beleaguered Austrian Emperor, Franz Joseph. Indeed, in late 1849, Russian armies cooperated with Austrian forces to defeat a briefly proclaimed Hungarian State.

Britain condemned the Russian action and a combination of Prime Minister Lord Palmerston's rousing oratory and age-old Russophobia, soon whipped the general public into a patriotic, anti-Russian frenzy.

Franco-Russian relations were not much better. Napoleon's nephew, Prince Louis Napoleon, was anxious both to establish the legitimacy of his new regime and to set about re-drawing European boundaries, this time with some consideration given to natural ethnic groupings. Trouble began in early 1852 over the unresolved question of Christian access to the Holy Places in Palestine. The Catholic Church bitterly resented the supremacy exercised by the Orthodox Church over these sites. When the Turkish Sultan, Abdul Mejid, perhaps awed by the sight of the French steam-powered warship *Charlemagne*, reversed Turkish policy and forced the Orthodox Church to hand over the keys to certain places in Bethlehem to the Catholic Church, Nicholas was furious.

***The Real Enemy!** Times Correspondent, W. H. Russell's blunt despatches from the front exposed British Army incompetance and corruption to the general public.*

***A British 9lb Gun Crew.** The Crimea was the last time that smoothbore artillery dominated a European battlefield*

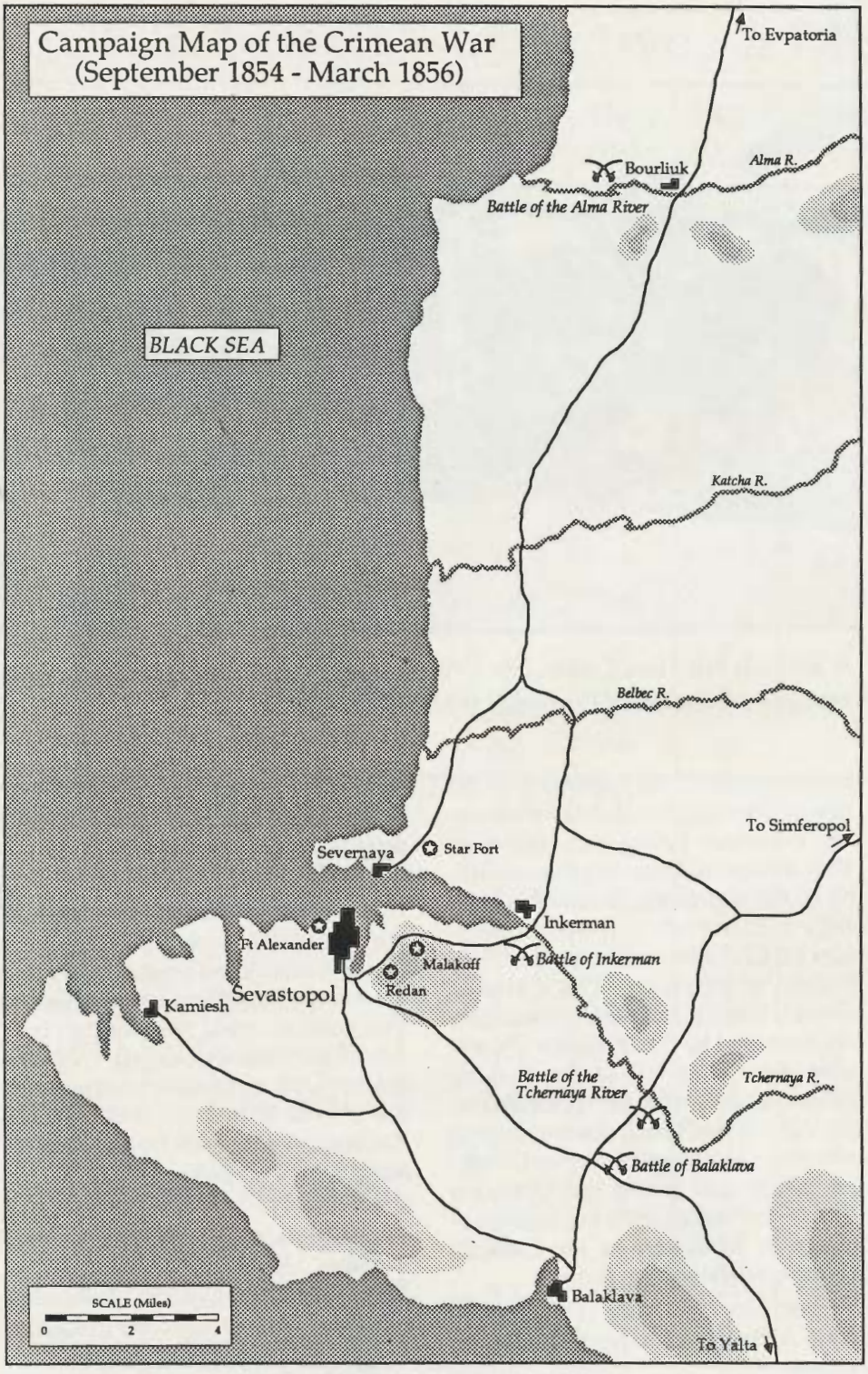
Turkey was obviously rotten to the core. A change of boundaries was in order!

Tsar Nicholas commissioned Prince Alexander Menshikov to head a delegation to Constantinople in mid 1853 to put things right. Never noted for his subtlety, Menshikov failed to match the diplomatic skill of his chief rival, the British Ambassador, Stratford de Redcliffe. He returned empty-handed to Russia and Nicholas' immediate response was to order his troops into Moldavia and Wallachia once again.

As a show of support for the Sultan, both Britain and France sent naval squadrons to Constantinople, exacerbating the situation.

Austria, now concerned that a war in the Danubian region would have a disastrous effect on her economy, tried hard to mediate. For a while it seemed that conflict could be avoided. Lord Aberdeen's more moderate Tory government did try to reach a compromise but events drifted on until Turkey's declaration of war on Russia on October 5th, 1853, ended any chance of reconciliation.

The early clashes between Russian and Turkish forces were inconclusive. Then, in late November, Turkey assembled a naval squadron to escort troops and supplies to reinforce her armies in the Caucasus. By chance this movement was discovered by Admiral Nakhimov's small squadron as it stood to anchor in Sinope harbour, a port on the Turkish shore of the Black Sea, some 110 miles directly south of Sevastopol. Both sides sent messages asking for reinforcements. Only the Russians sent any. On November 30th, Nakhimov's reinforced squadron approached the port and within four hours, the Turkish fleet was destroyed.



A single vessel did escape and brought news of the defeat to Constantinople.

For centuries, Britain had prided herself as the world's pre-eminent naval power. That an Allied fleet, ostensibly under the protection of British guns, had been defeated by an enemy provoked a tremendous rage in the British populace, and the British press. It is interesting to speculate that had the Turks suffered this defeat on land, no great commotion would have ensued and in all probability, terms would have been sought and accepted. But Britain could not abide a humiliation at sea.

Throughout the winter of 1853-54, the parties prepared for war. The principle difficulty confronting the Allies was the choice of a theatre, or theatres, of war. Nineteenth century Russian boundaries included most of modern day Poland, as well as parts of Hungary and Rumania. Finland and the Baltic States were organic parts of the Russian Empire. France, in particular, was concerned about Prussian and Austrian intentions. If they could be persuaded to join the alliance then a vast expanse of the Russian front was available for assault. If they remained neutral, then only the Baltic and Black Sea theatres were practicable. In the unlikely event that they sided with Russia, then France would need all her Continental armies for home defense.

As events transpired, both Prussia and Austria stayed neutral and the Black sea was chosen as the main site of operations. The capture and neutralization of the Russian naval base at Sevastopol was the major objective. A direct naval assault was not possible against the formidable defenses ringing the base nor could an invasion in the immediate vicinity be expected to succeed. The Crimean Peninsula itself would have to be captured, and Sevastopol reduced by siege from its landward approaches.

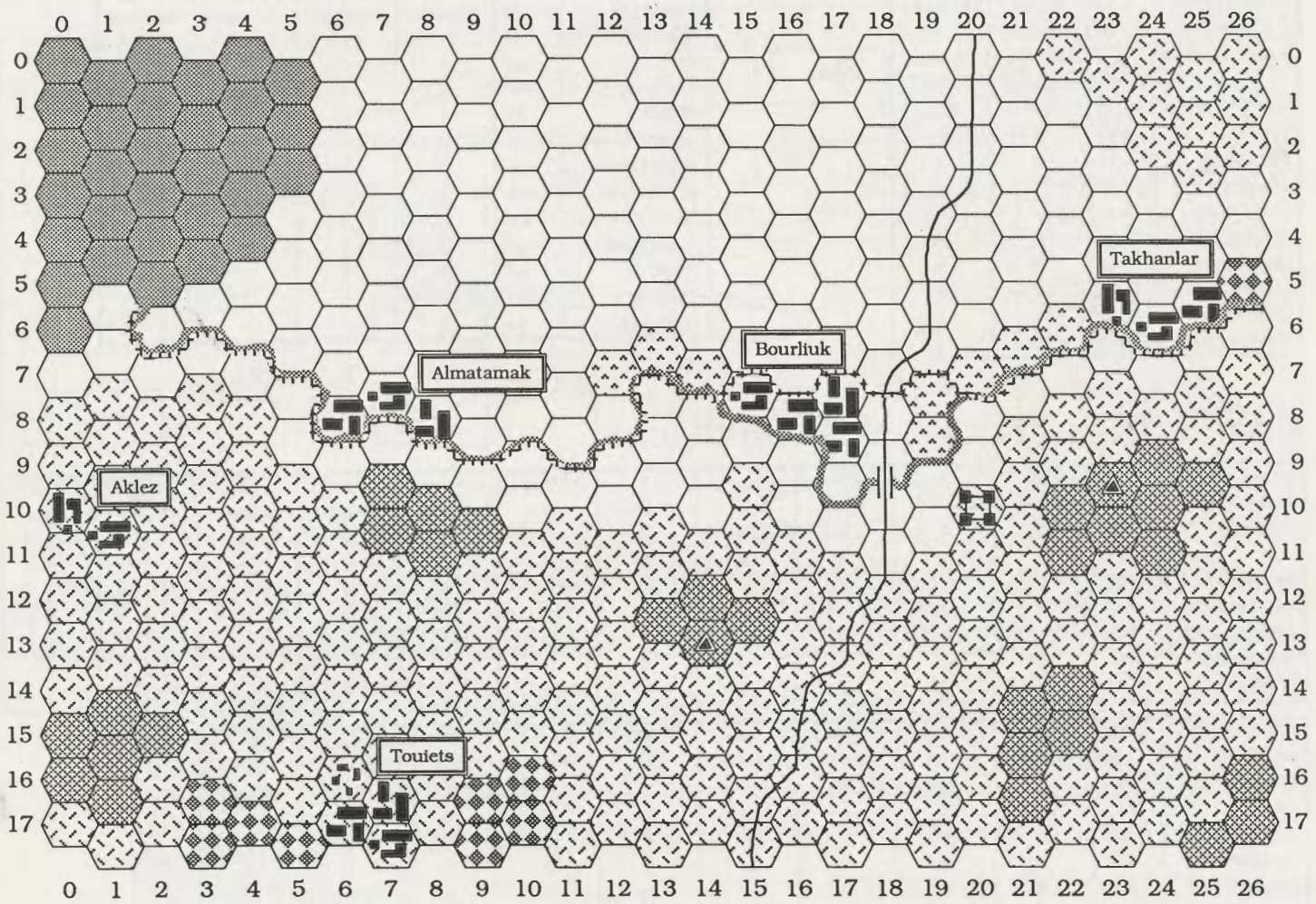
Following the customary despatch of ultimatums, and their customary rejection, Britain and France declared war on March 31st, 1854.

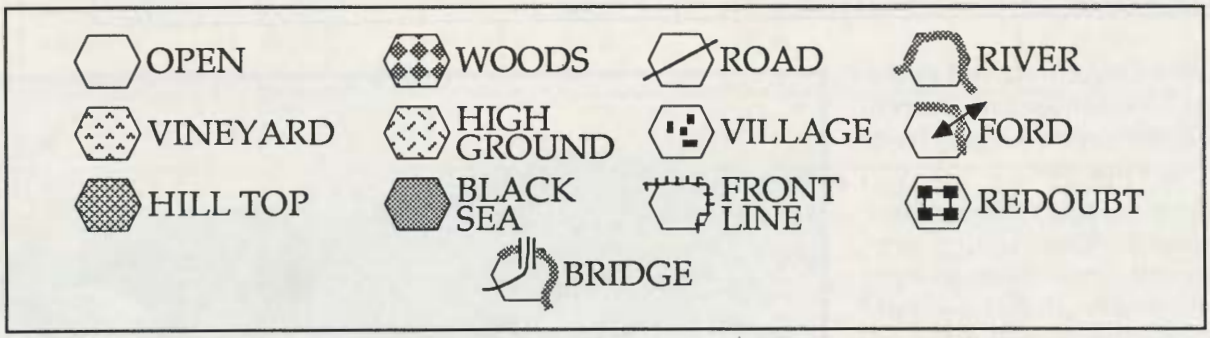
Declaring the war and selecting an objective were just the first part of the problem. Equipping, transporting and acclimatizing a joint expeditionary force to the far end of Europe proved both expensive and frustrating. France and England had not fought together since Cromwell's time, nearly 200 years previously. There was no agreement on a single, unified command. Each was suspicious of the other and this atmosphere of mistrust pervaded the entire campaign, with sometimes tragic results.

Lord Raglan was appointed Commander-in-Chief of the British Expeditionary Army while Napoleon III selected the ailing Marshal Saint-Arnaud to lead the French contingent.

By the end of May, 1854, the British and French had landed about 57,000 troops

BATTLE OF THE ALMA - Map





BATTLE OF THE ALMA - Terrain Effects Chart

TERRAIN #	0-31	0	1	2	3	4	5	6	7	8
TERRAIN NAME	[11]	Black Sea		Open	High Ground	Hill Top	Vineyard	Woods	Village	Redoubt
SIGHTING VAL.	0-7	0		0	2	5	5	7	4	2
MOVEMENT	0-7	0		1	2	2	3	4	2	1
COVER VALUE	0-7	0		1	2	2	4	5	3	7
FORT VAL. (N)	0-7	0		0	0	0	0	0	0	0
FORT VAL. (S)	0-7	0		0	0	0	0	0	0	5

BATTLE OF THE ALMA - Army and Corps Data

SIDE	N/S	ALLIES	RUSSIANS
COMMANDER	[9]	Raglan	Menshikov
SECOND I.C.	[9]	St Arnaud	-
ARMY I.D.	[11]	Allied Army	Russian
	[11]	in Crimea	Army
MAP LOCATION	(x,y)	20,2	22,11
ARRIVAL	0-95	0	0
OFF. OBJ. #1	0-23	9	5
OFF. OBJ. #2	0-23	10	6
DEF. OBJ. #1	0-23	5	9
DEF. OBJ. #2	0-23	0	10
MOVEMENT	0-15	8	8
STAFF	0-7	4	2
STRENGTH	0-7	2	2
LEADERSHIP	0-7	4	3

CORPS NUM.	1-39	1	2	8	9
CORPS I.D.	[9]	Kvetinsky	Kiriakov	Cardigan	Canrobert
MAP LOCATION	(x,y)	8,11	19,16	21,3	8,2
TYPE	0-1	0	0	0	0
ARRIVAL	0-95	0	0	0	0
ORDER	0-2	1	0	0	0
OBJECTIVE #1	0-23	0	9	6	2
OBJECTIVE #2	0-23	0	10	7	9
MOVEMENT	0-15	8	6	8	8
DAILY COMM.	0-15	0	0	0	1
LEADERSHIP	0-7	3	1	3	5
STAFF	0-7	2	2	3	4
STRENGTH	0-7	1	2	1	1
LIKELIHOOD	0-7	7	7	7	7

BATTLE OF THE ALMA - Divisions

DIV. NUMBER	1-39	1	2	3	4	5	6	7	8	9	24	25
DIVISION I.D.	[9]	Taroutine	Borodino	Minsk	Kazan	Vladimir	Uglitz	Cossack	Hussars	Marines	Light	First
CORPS	0-15	1	2	2	0	0	0	0	0	0	8	8
TYPE	0-1	0	0	0	0	0	0	1	1	0	0	0
ORDERS	0-2	1	1	1	1	2	1	2	2	1	0	0
OBJECTIVE #1	0-23	0	9	9	5	0	7	0	0	8	7	6
OBJECTIVE #2	0-23	0	0	0	0	0	0	0	0	0	0	10
LEADERSHIP	0-7	5	3	3	4	3	5	4	4	5	5	3
STAFF	0-7	5	3	2	3	3	4	4	4	2	5	6

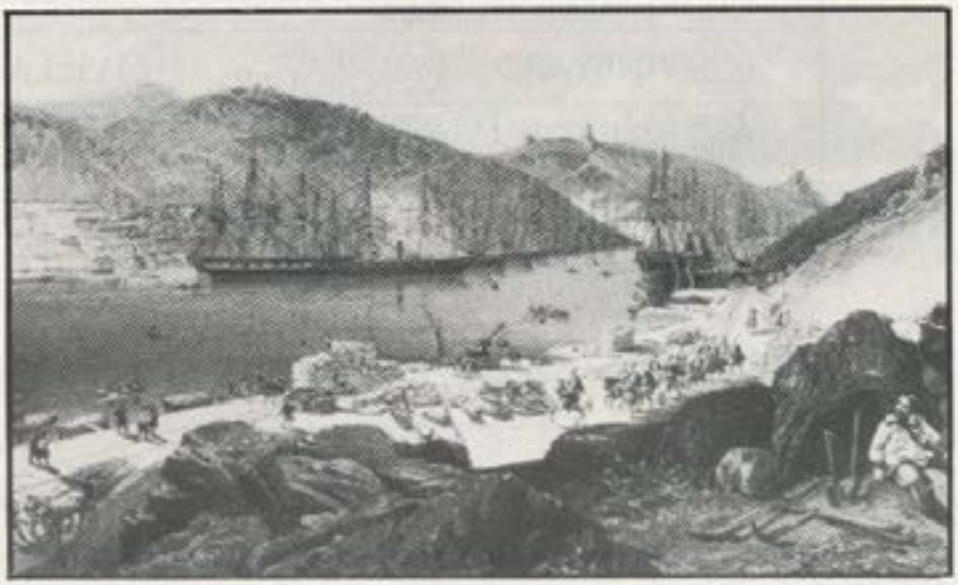
DIV. NUMBER	1-39	26	27	28	29	30	31	32	33	34
DIVISION I.D.	[9]	Second	Third	Fourth	Cavalry	First	Second	Third	Fourth	Turkish
CORPS	0-15	8	8	8	8	9	9	9	9	0
TYPE	0-1	0	0	0	1	0	0	0	0	0
ORDERS	0-2	0	2	2	2	0	0	0	2	2
OBJECTIVE #1	0-23	5	0	0	0	2	8	2	0	0
OBJECTIVE #2	0-23	10	0	0	0	11	11	9	0	0
LEADERSHIP	0-7	6	5	4	1	3	5	4	3	2
STAFF	0-7	5	5	5	5	5	4	4	4	2

on the Gallipoli Peninsula and in the vicinity of Constantinople. French military administration, a legacy from Napoleon, was first rate.

Consumables of all types, medical stores, tents and winter clothing, vetinary equipment, ammunition; all were in adequate supply. In dire contrast, British administration, still managed by civilians, was so hopelessly inadequate (and venal) that by the end of that year nearly every man in the Expeditionary Force was sick or dead.

Britain has always held a well-deserved reputation for parsimony when it comes to supplying or paying her troops and has never been averse to sacrificing lives if, thereby, threepence could be saved!

Tsar Nicholas wished to begin the



The Town of Balaklava. *This makeshift port was the site for all Allied resupply throughout the campaign*

BATTLE OF THE ALMA - Brigades

UNIT NUMBER	1-127	1	2	3	4	5	6	7	8	9	10	11
UNIT I.D. (Full)	[9]	1/Tar	2/Tar	A/Tar	Brest	Bialystoc'	1/Bor	2/Bor	A/Bor	1/Min	2/Min	A/Min
UNIT I.D. (Abbr)	[3]	1/T	2/T	A/T	Bre	Bia	1/B	2/B	A/B	1/M	2/M	A/M
UNIT SIZE	[3]	Rgt	Rgt	Bty	Rgt	Rgt	Rgt	Rgt	Bty	Rgt	Rgt	Bty
MAP LOCATION	(x,y)	7,10	9,10	8,10	6,9	11,10	14,10	15,10	15,9	16,12	17,11	16,11
CORPS	0-15	0	0	0	1	1	0	0	0	0	0	0
DIVISION	0-39	1	1	1	0	0	2	2	2	3	3	3
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	3	0	0	0	0	3	0	0	3
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	2	2	0	2	2	2	2	0	2	2	0
ARTILLERY	0-31	0	0	8	0	0	0	0	8	0	0	8
TROOP STREN.	0-31	17	16	4	13	18	14	19	4	17	10	4
MOVEMENT	0-15	4	4	4	4	4	4	4	4	4	4	4
BATTERY STR.	0-15	0	0	8	0	0	0	0	8	0	0	8
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	5	4	2	4	3	6	3	1	4	5
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	5	6	4	4	4	4	6	3	3	6
REGIMENTS	0-7	2	2	1	3	3	2	2	1	2	2	1
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	12	13	14	15	16	17	18	19	20	21	22
UNIT I.D. (Full)	[9]	Volinsk	6th Rifle	1/Kaz	2/Kaz	A/Kaz	1/Vlad	2/Vlad	1/Ugl	2/Ugl	3/Ugl	A/Ugl
UNIT I.D. (Abbr)	[3]	Vol	6R	1/K	2/K	A/K	1/V	2/V	1/U	2/U	3/U	A/U
UNIT SIZE	[3]	Rgt	Bn	Rgt	Rgt	Bty	Rgt	Rgt	Rgt	Rgt	Rgt	Bty
MAP LOCATION	(x,y)	19,12	18,13	21,9	22,8	21,8	20,12	21,12	24,9	23,9	25,7	24,8
CORPS	0-15	2	2	0	0	0	0	0	0	0	0	0
DIVISION	0-39	0	0	4	4	4	5	5	6	6	6	6
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	3	0	0	0	0	0	3
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	2	1	2	2	0	2	2	2	2	2	0
ARTILLERY	0-31	0	0	0	0	8	0	0	0	0	0	8
TROOP STREN.	0-31	22	7	16	17	4	11	14	13	17	18	4
MOVEMENT	0-15	4	6	4	4	4	4	4	4	4	4	4
BATTERY STR.	0-15	0	0	0	0	8	0	0	0	0	0	8
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	3	6	4	5	5	2	4	5	3	4	4
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	3	7	4	4	6	3	3	4	4	3	6
REGIMENTS	0-7	3	1	2	2	1	2	2	2	2	2	1
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	23	24	25	26	27	28	29	30	31	60	61
UNIT I.D. (Full)	[9]	57DC	60DC	Kiev	Ingerman	1/Naval	2/Naval	1/Mar	2/Mar	3/Mar	1/Lt	2/Lt
UNIT I.D. (Abbr)	[3]	57	60	Kie	Ing	1/N	2/N	1/M	2/M	3/M	1/L	2/L
UNIT SIZE	[3]	Rgt	Rgt	Rgt	Rgt	Bty	Bty	Bn	Bn	Bn	Bde	Bde
MAP LOCATION	(x,y)	24,12	25,11	18,15	19,14	20,10	22,10	15,17	15,17	15,17	25,4	24,5
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	7	7	8	8	0	0	9	9	9	24	24
ARRIVAL	0-95	5	5	5	5	0	0	2	2	2	0	0
UNIT TYPE	0-3	2	2	2	2	3	3	0	0	0	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	9	9	9	0	0
SMALL ARMS	0-31	4	4	4	4	0	0	2	2	2	1	1
ARTILLERY	0-31	11	11	11	11	10	9	0	0	0	0	0
TROOP STREN.	0-31	12	9	8	8	6	6	8	7	8	17	16
MOVEMENT	0-15	9	9	9	9	2	2	4	4	4	6	6
BATTERY STR.	0-15	3	3	3	3	8	8	0	0	0	0	0
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	3	4	4	5	5	5	2	3	3	5	4
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	5	4	4	5	5	2	2	2	5	5
REGIMENTS	0-7	2	2	2	2	1	1	1	1	1	2	2
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

BATTLE OF THE ALMA - Brigades (Cont.)

UNIT NUMBER	1-127	62	63	64	65	66	67	68	69	70	71	72
UNIT I.D. (Full)	[9]	3/Lt	A/Lt	1/1st	2/1st	3/1st	A/1st	1/2nd	2/2nd	3/2nd	A/2nd	1/3rd
UNIT I.D. (Abbr)	[3]	3/L	A/L	1/1	2/1	3/1	A/1	1/2	2/2	3/2	A/2	1/3
UNIT SIZE	[3]	Bde	Bty	Bde	Bde	Bde	Bty	Bde	Bde	Bde	Bty	Bde
MAP LOCATION	(x,y)	22,5	23,4	20,3	18,3	17,3	19,3	18,6	17,5	15,5	16,6	18,1
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	24	24	25	25	25	25	26	26	26	26	27
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	3	0	0	0	3	0	0	0	3	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	0	2	2	2	0	2	2	2	0	2
ARTILLERY	0-31	0	7	0	0	0	7	0	0	0	7	0
TROOP STREN.	0-31	16	3	20	22	20	3	16	18	18	3	19
MOVEMENT	0-15	6	4	5	5	5	4	5	5	5	4	5
BATTERY STR.	0-15	0	3	0	0	0	3	0	0	0	3	0
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	6	6	5	5	5	5	3	5	5	4	5
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	6	7	6	6	6	5	5	5	6	5
REGIMENTS	0-7	2	1	2	2	2	1	2	2	2	1	2
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	73	74	75	76	77	78	79	80	81	82	83
UNIT I.D. (Full)	[9]	2/3rd	3/3rd	A/3rd	1L/4th	2/4th	A/4th	Hussars	Dragoons	Lancers	Rifle	1G/1st
UNIT I.D. (Abbr)	[3]	2/3	3/3	A/3	1/4	2/4	A/4	Hus	Dgn	Lan	Rif	1/1
UNIT SIZE	[3]	Bde	Bde	Bty	Bde	Bde	Bty	Rgt	Rgt	Rgt	Bde	Bde
MAP LOCATION	(x,y)	17,1	17,0	18,0	22,1	21,1	21,0	25,1	24,1	25,0	19,2	8,4
CORPS	0-15	0	0	0	0	0	0	0	0	0	8	0
DIVISION	0-39	27	27	27	28	28	28	29	29	29	0	30
ARRIVAL	0-95	0	0	0	0	0	0	6	6	6	0	0
UNIT TYPE	0-3	0	0	3	0	0	3	2	2	2	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	2	2	0	1	2	0	4	4	5	1	3
ARTILLERY	0-31	0	0	7	0	0	7	11	11	0	0	0
TROOP STREN.	0-31	17	20	3	14	27	3	5	6	5	16	29
MOVEMENT	0-15	5	5	4	6	5	4	9	9	9	6	5
BATTERY STR.	0-15	0	0	3	0	0	3	3	3	0	0	0
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	6	3	4	4	3	5	2	0	3	5	4
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	5	6	5	4	6	6	6	6	6	6
REGIMENTS	0-7	2	2	1	2	3	1	1	1	1	2	3
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	84	85	86	87	88	89	90	91	92	93	94
UNIT I.D. (Full)	[9]	2/1st	A/1st	1G/2nd	2/2nd	A/2nd	1/3rd	2/3rd	A/3rd	1/4th	2/4th	A/4th
UNIT I.D. (Abbr)	[3]	2/1	A/1	1/2	2/2	A/2	1/3	2/3	A/3	1/4	2/4	A/4
UNIT SIZE	[3]	Bde	Bty	Bde	Bde	Bty	Bde	Bde	Bty	Bde	Rgt	Bty
MAP LOCATION	(x,y)	9,4	9,3	5,4	6,4	6,3	12,4	11,3	12,3	10,1	9,1	8,4
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	30	30	31	31	31	32	32	32	33	33	33
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	3	0	0	3	0	0	3	0	0	3
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	3	0	3	3	0	3	3	0	3	3	0
ARTILLERY	0-31	0	8	0	0	8	0	0	8	0	0	8
TROOP STREN.	0-31	28	4	30	26	4	24	25	4	27	15	4
MOVEMENT	0-15	5	4	5	5	4	5	5	4	5	5	4
BATTERY STR.	0-15	0	6	0	0	6	0	0	6	0	0	6
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	5	5	3	4	4	3	4	4	5	5
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	6	6	5	6	4	5	6	4	4	6
REGIMENTS	0-7	3	1	3	3	1	3	3	1	3	2	1
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

BATTLE OF THE ALMA - Brigades (Cont.)

UNIT NUMBER	1-127	95	96	97	98	99	100	101
UNIT I.D. (Full)	[9]	Horse Art	1/Tur	2/Tur	3/Tur	1/Navy	2/Navy	3/Navy
UNIT I.D. (Abbr)	[3]	HA	1/T	2/T	3/T	1/N	2/N	3/N
UNIT SIZE	[3]	Bty	Bde	Bde	Bde	Flt	Flt	Flt
MAP LOCATION	(x,y)	9,2	7,0	6,1	6,0	1,3	2,3	3,2
CORPS	0-15	9	0	0	0	0	0	0
DIVISION	0-39	0	34	34	34	0	0	0
ARRIVAL	0-95	0	0	0	0	0	0	0
UNIT TYPE	0-3	3	0	0	0	3	3	3
OBJECTIVE	0-23	0	0	0	0	0	0	0
SMALL ARMS	0-31	0	6	6	6	0	0	0
ARTILLERY	0-31	11	0	0	0	12	12	12
TROOP STREN.	0-31	3	30	30	30	3	3	3
MOVEMENT	0-15	9	3	3	3	0	0	0
BATTERY STR.	0-15	6	0	0	0	15	15	15
SHATTERED	0-1	0	0	0	0	0	0	0
LEADERSHIP	0-7	6	2	2	1	7	7	7
COHESION	0-7	7	7	7	7	7	7	7
EXPERIENCE	0-7	6	3	3	3	7	7	7
REGIMENTS	0-7	1	4	4	4	7	7	7
LIKELIHOOD	0-7	7	7	7	7	7	7	7

campaigning season in the Danubian provinces with a dramatic victory and to this end directed his Field Commander on the Danube, Prince Michael Gorchakov, to move against the fortified city of Silistra, on the Turkish side of the river. The operation went slowly, primarily due to the lack of cooperation between Gorchakov and Marshal Ivan Paskevich, the Russian Field Commander in Poland. The latter was understandably reluctant to weaken the vulnerable Vistula region. Russia's best troops were stationed there and Paskevich had no intention of wasting them on Turks; local militia should be more than enough to handle the situation.

So it was that Gorchakov's army laid siege to Silistra in June. Raglan and Saint-Arnaud journeyed up to Varna, a coastal town about 50 miles south of Silistra, and there conferred with the Turkish Commander, Omar Pasha, a sometime Christian converted to the Muslim faith but for all of that a redoubtable, if cruel, soldier.

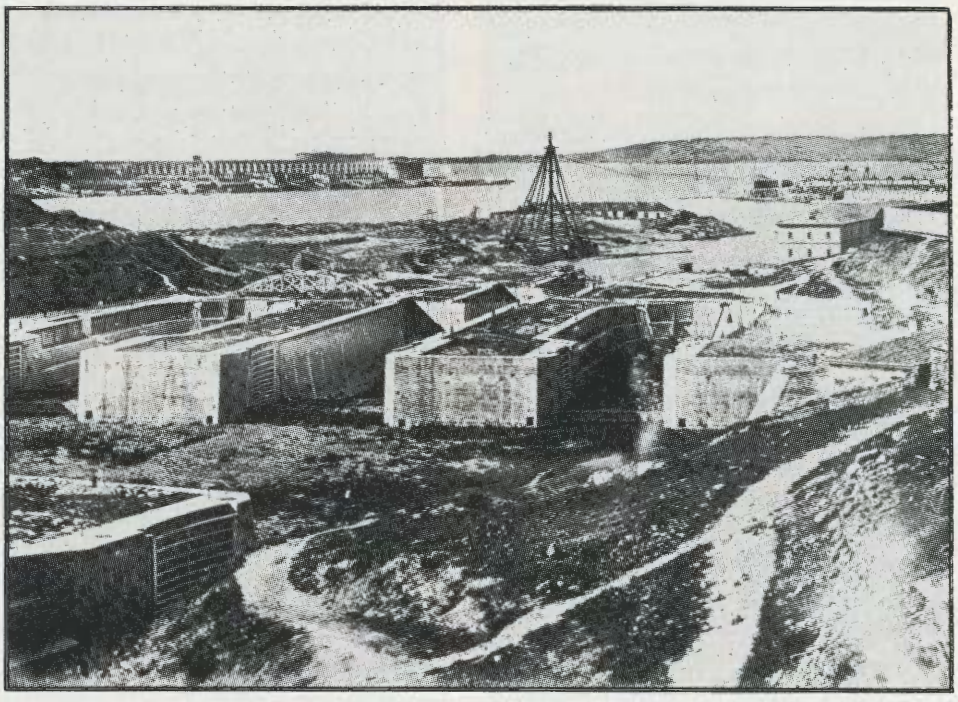
Omar Pasha asked for direct military support and both Raglan and Saint-Arnaud were initially inclined to provide some. The Frenchman, however, changed his mind as soon as he got back to Constantinople. British troops moved up to Varna while a detachment of French soldiers moved west to protect the Allied position at Silistra from an illusory Russian threat through the Balkan mountain passes.

On this occasion, British and French recalcitrance had little effect on the situation. Austria, concerned by the Russian threat to Constantinople, warned the Russians to retire north of the Danube. This was on June 22nd. Unwilling to chance an escalation of the conflict, Nicholas bowed to the wishes of his erstwhile friend, Franz Joseph, although privately he was much put out by this show of ingratitude. Gorchakov withdrew immediately and it was ten days or so before the Allies realized what had happened.

As a pointer to the coming campaign in the Crimea, Lord Cardigan, the arrogant and bellicose commander of the British Light Brigade, wasted 150 good cavalry horses in a needlessly reckless reconnaissance to find out where the Russians had gone!

Returned to Constantinople, and with Austrian troops now forming a buffer on the Danube between Russian and Allied forces, there was no chance of further fighting in the Balkans. On July 16th, Raglan received a direct order from the British Government to capture Sevastopol. Saint-Arnaud, likewise, received a similar missive.

On July 18th, a Council of War was held to discuss the practicality of this order and, notwithstanding some misgivings from both naval commanders, it was agreed to undertake an invasion of the Crimean Peninsula as soon as a



Sevastopol Harbour. *The dry docks shown in the foreground were completely demolished in the aftermath of the siege*

Allied Army in Crimea
Lord Raglan

Attached to Army HQ
1st Naval Flotilla (1/N; 300 crew, 30 ships guns), 2nd Naval Flotilla (2/N; 300 crew, 30 ships guns), 3rd Naval Flotilla (3/N; 300 crew, 30 ships guns)

Turkish Infantry Division
1st Turkish Bde (1/T; 3,000 inf, no guns), 2nd Turkish Bde (2/T; 3,000 inf, no guns), 3rd Turkish Bde (3/T; 3,000 inf, no guns)

Cardigan's Corps (British)

Attached to Corps HQ
Independent Rifle Bde (Rif; 1,600 inf, no guns)

Light Infantry Division (British)
First Bde (1/L; 1,700 inf, no guns), Second Bde (2/L; 1,600 inf, no guns), Third Bde (3/L; 1,600 inf, no guns), Artillery Bty (A/L; 300 crew, 6 guns)

First Infantry Division (British)
First Bde (1/1; 2,000 inf, no guns), Second Bde (2/1; 2,200 inf, no guns), Third Bde (3/1; 2,000 inf, no guns), Artillery Bty (A/1; 300 crew, 6 guns)

Second Infantry Division (British)
First Bde (1/2; 1,600 inf, no guns), Second Bde (2/2; 1,800 inf, no guns), Third Bde (3/2; 1,800 inf, 6 guns), Artillery Bty (A/2; 300 crew, 6 guns)

Third Infantry Division (British)
First Bde (1/3; 1,900 inf, no guns), Second Bde (2/3; 1,700 inf, no guns), Third Bde (3/3; 2,000 inf, 6 guns), Artillery Bty (A/3; 300 crew, 6 guns)

Fourth Infantry Division (British)
First Bde (1/4; 1,400 inf, no guns), Second Bde (2/4; 2,700 inf, no guns), Artillery Bty (A/4; 300 crew, 6 guns)

Cavalry Division (British)
Hussar Rgt (Hus; 500 cav, 6 guns), Dragoon Rgt (Dgn; 600 cav, 6 guns), Lancer Rgt (Lan; 500 cav, no guns)

Canrobert's Corps (French)

Attached to Corps HQ
Horse Artillery Bty (HA; 300 crew, 12 guns)

First Infantry Division (French)
First Guards Bde (1/1; 2,900 inf, no guns), Second Bde (2/1; 2,800 inf, no guns), Artillery Bty (A/1; 400 crew, 12 guns)

Second Infantry Division (French)
First Guards Bde (1/2; 3,000 inf, no guns), Second Bde (2/2; 2,600 inf, no guns), Artillery Bty (A/2; 400 crew, 12 guns)

Third Infantry Division (French)
First Bde (1/3; 2,400 inf, no guns), Second Bde (2/3; 2,500 inf, no guns), Artillery Bty (A/3; 400 crew, 12 guns)

Fourth Infantry Division (French)
First Bde (1/4; 2,700 inf, no guns), Second Rgt (2/4; 1,500 inf, no guns), Artillery Bty (A/4; 400 crew, 12 guns)

The Russian Army
Prince Menshikov

Attached to Army HQ
1st/Res Bty (1/R; 600 crew, 16 guns), 2nd/Res Bty (2/R; 600 crew, 16 guns)

Kazan Infantry (Division)
First Rgt (1/K; 1,600 inf, no guns), Second Rgt (2/K; 1,700 inf, no guns), Artillery Bty (A/K; 400 crew, 16 guns)

Vladimir Infantry (Division)
First Rgt (1/V; 1,100 inf, no guns), Second Rgt (2/V; 1,400 inf, no guns)

Uglitz Infantry (Division)
First Rgt (1/U; 1,300 inf, no guns), Second Rgt (2/U; 1,700 inf, no guns), Third Rgt (3/U; 1,800 inf, no guns), Artillery Bty (A/K; 400 crew, 16 guns)

Cossack Cavalry (Division)
57th Cossack Rgt (57; 1,200 cav, 6 guns), 60th Cossack Rgt (60; 900 cav, 6 guns)

Light Cavalry (Division)
Kiev Rgt (Kie; 800 cav, 6 guns), Ingerman Rgt (Ing; 800 cav, 6 guns)

Marine Detachment (Division)
First Bn (1/M; 800 inf, no guns), Second Bn (2/M; 700 inf, no guns), Third Bn (3/M; 800 inf, no guns)

Kvetinsky's Corps

Attached to Corps HQ
Brest Infantry Rgt (Bre; 1,300 inf, no guns), Bialystock Infantry Rgt (Bia; 1,800 inf, no guns)

Taroutine Infantry (Division)
First Rgt (1/T; 1,700 inf, no guns), Second Rgt (2/T; 1,600 inf, no guns), Artillery Bty (A/T; 400 crew, 16 guns)

Kiriakov's Corps

Attached to Corps HQ
Volinsk Infantry Rgt (Vol; 2,200 inf, no guns), 6th Independent Rifle Bn (6R; 700 inf, no guns)

Borodino Infantry (Division)
First Rgt (1/B; 1,400 inf, no guns), Second Rgt (2/B; 1,900 inf, no guns), Artillery Bty (A/B; 400 crew, 16 guns)

Minsk Infantry (Division)
First Rgt (1/M; 1,700 inf, no guns), Second Rgt (2/M; 1,000 inf, no guns), Artillery Bty (A/M; 400 crew, 16 guns)

reconnaissance party could return with some estimate of Russian strength in the area.

Embarkation couldn't come too soon. Even though there was no fighting, the age-old enemies, cholera and typhoid fever, were hard at work. In one six-week period in July-August, the Allied forces lost 12,000 men to a combination of disease and inadequate medical facilities.

Other disasters beset the Allies. On August 10th, a fire swept through the bone-dry town of Varna and went within a ace of igniting all three Allied powder magazines.

At home, politicians and the press demanded action. The curt directives sent to Raglan and Saint-Arnaud were matched by scathing editorials. The press had plenty to work with. For the

That all was not well with the British Expedition is apparent from this Feb 1855 cartoon from Punch. The caption reads:
"Well, Jack! Here's good news from home. We're to have a medal."
"That's very kind. Maybe one of these days we'll have a coat to stick it on?"

BATTLE OF THE ALMA - Objectives

OBJ. NUMBER	1-23	1	2	3	4	5	6	7	8	9	10	11
OBJ. NAME	[11]	To Calamita	Almatamak	Bourliuk	Takhanlar	The Bridge	The Redoubt	Kourganie	Aklez	Telegraph	To Sevast'l	Touiets
MAP LOCATION	(x,y)	20,2	6,8	16,8	24,6	18,10	20,10	23,9	1,10	14,13	15,17	7,16
START (N)	1-95	1	1	1	1	1	1	1	1	1	1	1
STOP (N)	1-95	11	11	11	11	11	11	11	11	11	11	11
VPs/TURN (N)	0-255	0	2	5	2	10	25	25	5	25	10	10
VPs AT END (N)	0-255	1	10	10	10	25	10	10	5	10	100	10
MANEUVER (N)	0-15	0	5	0	5	10	0	0	0	0	0	0
START (S)	1-95	1	1	1	1	1	1	1	1	1	1	1
STOP (S)	1-95	11	11	11	11	11	11	11	11	11	11	11
VPs/TURN (S)	0-255	0	0	2	0	1	1	1	0	1	0	0
VPs AT END (S)	0-255	25	10	10	10	10	10	10	5	10	5	2
MANEUVER (S)	0-15	0	0	0	0	0	0	0	0	0	0	0

BATTLE OF THE ALMA - Small Arms

SMALL ARMS #	1-31	1	2	3	4	5	6
SM. ARMS I.D.	[11]	Rifle Mus	S'bore Mus	Minie Rifle	Sabre	Lance	Mxd Mus
RANGE	0-1	1	1	1	0	0	1
FIRE VALUE	0-7	7	3	5	1	0	2
MELEE VALUE	0-7	4	4	4	6	7	4

BATTLE OF THE ALMA - Artillery

ARTILLERY #	1-31	7	8	9	10	11	12
ARTILLERY I.D.	[11]	9lb S'bore	12lb S'bore	24lb S'bore	32lb S'bore	6lb S'bore	Fleet Guns
RANGE	0-5	3	3	4	5	2	5
RATE OF FIRE	0-7	3	3	2	1	4	7
EFFECTNESS	0-7	3	4	6	7	2	7
PENETRATION	0-7	2	3	5	5	2	7

first time, journalists accompanied a British army. W. H. Russell of *The Times* stayed with the army until the end of the campaign and his correspondence, untouched by censorship, brought home to the public the darker side of war as well as its glories. It is interesting to note that this was the first and last time a British government allowed the press complete freedom to report on a British war.

Finally, on September 7th, the armada got underway, all 600 vessels. Amazingly, a landing site had yet to be chosen. The naval commanders, and some senior army officers, were in favour of landing near the town of Theodosia, some 95 miles east of Sevastopol. The climate here was mild and the harbour protected. Raglan and Saint-Arnaud, under pressure for a speedy resolution of the campaign, preferred a site closer to Sevastopol.

On the 10th, a naval party surveyed the coastline north of Sevastopol and chose Calamita Bay, about 30 miles north of the Alma River, as the best landing site. Debarkation began on the 14th. Four days later, the Allied armies began their march southward.

Prince Alexander Menshikov, now appointed as Russian commander in the Crimea, had more than his own share of worries. On September 12th, he despatched a memorandum to Nicholas predicting there would be no Allied invasion this year; it was too late in the season! After scouting the Allied landing on the 15th, he was forced to send a second memorandum... canceling the first!

The fortifications in and around Sevastopol were nowhere complete. Menshikov did have the services of a very capable engineer, Colonel Eduard Totleben, sent to him by his colleague, Marshal Gorchakov. Distrustful of Gorchakov's motives, he did not employ him.

As more scouting reports trickled in, it became clear that the Allies had chosen a single line of advance towards Sevastopol. The entire army was marching down the Evpatoria road. Had the Allies chosen to split their force and send a column inland to Simferopol thereby threatening a two-pronged attack against the naval base, Menshikov would have been forced to hold his out-numbered army in place. As it was, he was free to move up to the Alma River to position he had long since decided was an ideal battle site. The Russian army reached the banks of the Alma on the 19th, where a short skirmish occurred with elements from the British Light Division.

Co-incidentally, Saint-Arnaud had also predicted that he would fight this first battle across the Alma River. Both commanders were confident of victory.

It is this battle which forms the subject of our simulation. The Russians established strong defenses on Telegraph and Kourganie Hills. Little more than a screening force protected the coastal flank; Menshikov was certain that the steep shoulders of the Alma River in that area could not be climbed. He didn't bother to look himself. There were 38,000 Russians in the field that day, inclusive of some sailors called up as an emergency reserve.

The Allied army was drawn up with the British on the left, the French on the right near the coast and the Turks in reserve behind the French. The combined force numbered about 64,000 men. The attack got underway in the early afternoon with the British advancing on the Bourliuk bridge. The French Second Division, mostly Zouaves from North Africa, found a goat

The Signatories at the Congress of Paris. *In practical terms, the Crimean War achieved little other than exploding the myth of Russian invincibility*

track which allowed them to bring forward artillery to the southern side of the river.

For the first hour or two, Russian artillery fire kept the British at bay but the unexpected arrival of the French caused a panic at Menshikov's headquarters. In the confusion, the British were able to push ahead and come to grips with the main Russian defenses.

Unwilling to risk total disaster, Menshikov ordered a retreat. The Allies were unable to mount an effective pursuit and the battle ended as an marginal victory for the Alliance. Russian casualties were 6,000; Allied casualties about 3,500. This failure to immediately exploit battlefield success was to cost the Allies dearly in the coming months.

The campaign dragged on for a further twenty months and although Sevastopol did eventually fall to the Allied siege, the crucial Star Fort remained in Russian hands and there was little chance that the Allies could wrest more territory from their foe.

Peace talks began in early 1856 and the Treaty of Paris, ratified on March 30th, ended the war.

Turkey had been preserved as a state, the Russians did not control Constantinople, and thereby the Mediterranean, and the notion of Russian invincibility had been shattered. Russian naval activity in the Black Sea was severely curtailed by Treaty provision. There was little else by way of achievement for the Allies. Nearly 100,000 Allied soldiers had died, some 80% of them from disease.

The press had pilloried the worst deficiencies of the British military hierarchy, and its commanders, and two British governments had been brought down.

For the French there was plenty of superficial glory in the Treaty but none of France's main aims had been achieved. The expected re-structuring of Polish and Rumanian frontiers had not occurred, nor were they on the agenda.

Russia was no less powerful at the end of the war than she had been at the beginning. She had been made aware of the vulnerability of those parts of her vast Empire not serviced by rail; two of the regiments at the Alma had taken over four months to march down from St Petersburg.

No sooner had the survivors of the British Expeditionary force reached home than news of the Indian Mutiny distracted the public.

Over the next fifteen years, events in Italy, Germany, Austria and France pushed the Russian question into the background. In 1871, Russia reversed the naval constraints of the Congress of Paris, and in so closing the last chapter, ended the affair in much the same position as it had begun.

SOME NOTES ON THE SCENARIO

The battles of the Crimean War can best be described as hybrids between the Napoleonic model and the American Civil War model.

The French Army was armed with the new Minié Rifle and the British infantry of the Light Division also used rifles. The rest of the British Army, and almost all of the Russian Army, used smoothbore muskets little changed from the beginning of the century.

There were no rifled artillery pieces present on the battlefield, although the Russians did manage to bring up some huge 24lb and 32lb smoothbore naval guns which caused the British contingent some trouble.

Military doctrine still held that close formation infantry, armed with bayonet and courage, were the decisive weapon on the battlefield. Aimed small arms fire was as yet a novelty. The role of cavalry remained as it had throughout the Napoleonic Wars; a manoeuvrable reserve which would protect friendly flanks and shatter disordered or out-flanked enemy troops. Their principal weapon was the sabre or lance.

In this scenario, artillery batteries are treated separately from infantry brigades or regiments. Only the few horse artillery batteries have been integrated with other troops. The western flank of the battlefield is bounded by the Black Sea. A squadron of Royal Navy ships had anchored here and their guns made safe that flank from any enemy movement. They are represented by the three static warships (artillery batteries) in the middle of the ocean.

The Allied army was a strange confederation of age-old enemies. The French and British had brought approximately equal contingents to the battlefield (27,000 and 29,000 respectively)

while Turkey contributed a further 8,000 men.

Lord Raglan was the overall commander although as events transpired it was the French Commander, Saint-Arnaud, who drew up the plans for the battle. Raglan listened to the French ideas with his almost legendary politeness but other than thanking his colleague for his efforts, made no comment whatsoever on the plan! He didn't think much of it but couldn't bring himself to say so!

To reflect the state of non-cooperation between the French and British, the French Corps HQ (which controls all French forces) has its commitment value set to 1 so that the French are immune to British orders for the duration of the battle.

Ground scale is about 250 yds per hex and troop scale the standard 1 strength point per 100 men. Most infantry units for the Russians are regiments. They are of equivalent size to an American Civil War brigade. Allied units are North, Russian units are South.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in the Decisive Battles manual.

There is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics.

Macintosh users should note there are some changes to the numbering system in their design manual and that access to the various design routines is obtained through conventional, pull-down Mac menus.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store any of the historical scenarios in any unused save-game location. This procedure prepares the template on which we will build the *Alma* scenario.

Hard disk users should note that all they need is enough room on their hard disk to hold the new scenario. Macintosh users should note that they do not need to use an existing scenario as the template. They can select *New* from the File Menu.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary. Macintosh users should check their WarPlan™ manual for the location of the different design routines.

Title [5c]. There are three lines of text for the title:

Battle of the Alma
The Opening Shot of the Crimean War
September 20th, 1854

Go back to Menu J and re-save the game in the same location.

Map Size [5a(i)]. The top left sector is 0. The bottom right sector is 5. Macintosh dimensions are 27 x 18.

Define Terrain [5a(ii)]. The accompanying Terrain Effects Chart lists the details of the active terrain types for this scenario. Select (or paint) the icons of your choice to represent the eight terrain types.

Create Map [5a(iii)]. Select the <CLEAR> line from Menu J. Clear only the map. Do not clear the data. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex. Prussian (North) forces control all hexes north-west of the front line. .

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Limits [5b(i)]. Before you can set the force limits, you must go through all the Allied units in the data base and clear them. The force limits are as follows; corps (8), divisions (24), brigades (60). Apple II and C64 users must also set the artillery weapon limit to 7.

Weapons [5b(ii)]. Consult the Small Arms and Artillery Tables and enter the data as shown.

Forces[5b(iii)]. Edit the North (Allied) Army HQ and the South (Russian) Army HQ as shown in the data tables.

The objectives assigned to the Army HQs will not appear on the screen until after the objective data base has been entered.

The North has 2 corps. The South has 2 corps. Consult the Corps Table and enter the data as shown.

The North has 11 divisions. The South has 9 divisions. Consult the Divisions Table and enter the data as shown.

The North has 42 brigades. The South has 31 brigades. Consult the Brigades Tables and enter the data as shown.

Objectives [5b(iv)]. There are 11 objectives. Consult the Objectives Table and enter the data as shown.

Scenario Setup [5d(i)]. Enter the following data. Date (20), Month (9), Year (54), Century (18), North Maximum Hex Movement is (3,0,4,2,4), South Maximum Hex Movement is (2,0,4,2,4), neither side is encamped or entrenched (the latter introduced only in Volume II), and VP awards are 15 per leader and 3 per 100 men. IBM and Macintosh users should note the combat value for this scenario is 3 for north and south.

Scenario Details [5d(ii)]. This is a single day scenario. Enter the following data for Day 1. The weather is Clear (0), the North is Offensive (1) and the South is Defensive (0), 12 noon to 7 pm

are day (3), move (1) turns, 7 pm to 9 pm are dusk (2), move (1) turns and 10 pm is a dusk (2), END (2) turn.

Finally, save again and the scenario is ready to play.

Notes for IBM Users

IBM users with CGA, MCGA, Tandy or Hercules graphics can create the scenario using the advice given above. There is a minor change in the weapons data base. You do not have to set limits for weapons. There is space for 31 weapons of each type.

IBM users with EGA or VGA cards must first create the game map with the "full-map" graphics disabled. To do this, run the program as DB2 f (or DB3 f or DB1 f) which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled. There is a full explanation of "Full Map" graphics in Issue 14.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" WarPaint™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

A Note on .LBM Files

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The Decisive Battles program reads the size of the .lbm file on loading and adjusts the WarPaint™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

Macintosh users will find no such complications when it comes to creating scenarios. Follow the directions given in the design section of any *Decisive Battles* game manual.

Variant

The Allied attack was very slow to get underway. If we assume closer cooperation between the British and the French we can start the battle at 9 am. Go to the Day 1 setup data base and make 9 am to 11 am day (3), move (1) turns. Go to the objective data base and change the <Stop at Turn> value for all objectives to 14.

The cavalry brigades of both sides begin as reinforcements. Locate them in the Brigades data base and add 3 to their arrival times. Go to Canrobert's Corps HQ data base and change the <Daily Com.) value to 0.

Player's Notes

Allied. Alma was the last time that a British army went into battle with colours unfurled and band playing. Make the most of it! Drive hard with the British from the start. You must secure the fords and establish yourself on the southern side of the river. The French face less opposition but have a lot more manouvring to do. Cross at the unguarded fords immediately while pinning down the Taroutine Regiment. If you can drive into the Russian flank before nightfall, victory is assured.

Russian. Though out-numbered, the Russian position is far from hopeless. Your defenses in the centre and on the right are excellent and you have two powerful, heavy guns batteries with which to pound the approaching British. While they remain active, the advantage lies with you. You must do something straight away about the exposed left; try to send an additional division in that direction and when the cavalry arrive, send them that way as well. If you have built up a big point lead (say 100 pts) toward the end of the battle, you can safely begin withdrawing. ◆

WARLORDS ADDENDA

There are a few things that we either didn't tell you, or didn't make clear, in the Warlords manual.

Searching with a hero is treated slightly differently from regular combat. The higher the strength of the hero, the better his chance of surviving. Blessing helps, as do Battle Artefacts. Command Artefacts do not count. Each extra army that searches with a hero, regardless of its strength or type, improves the hero's chance to survive.

Combat bonuses from artefacts are cumulative. The pluses from all items are added in, to the maximum of strength 9.

Bonuses from flying armies or special armies are added to all armies in the stack, including the army providing the bonus; i.e. dragons are effectively strength 9.

The flying or special bonus is awarded once per stack, regardless of the number of armies qualified to provide it.

The terrain effects on combat for both attacker and defender are worked out from the defender's terrain.

CRISIS IN THE MIDDLE EAST

Iraq's Grab for Power

August 1990 - February 1991

Three Scenarios for the Battlefront Game System

by Ian Trout

When Iraq invaded Kuwait on August 2nd, 1990 the Western World was taken by surprise, as were the Kuwaitis! When foreign nationals were held hostage the Western World was surprised and horrified! When Iraq refused to heed the United Nations dead-line and Allied air forces struck suddenly on Jan 16th, the Western World was amazed!

The events in the Middle East over the past six months have certainly been thoroughly reported, perhaps more so than any other conflict in human history. While they are still fresh in memory there is need here only for a brief summary. Of much greater interest, if somewhat more speculative, is to look at the reasoning behind the Iraqi decision to fight the world; and this from a country which in eight years of grim war had been unable to defeat an internally racked Iran.

Of equal interest is an examination of the modern *Art of War*. On paper, Iraq possessed more troops, tanks and artillery pieces than the United Nations forces, a sizeable air force (about half the size of the Allied forces) and a great deal *more* combat experience. They were defending extensive fortifications close to home while the bulk of the United Nations forces had come half way round the world to do battle. On the face of it, if military history is to be any guide, the task facing the United Nations forces was formidable. In the event, the Iraqi military forces were slaughtered in a three day land offensive of unprecedented lop-sidedness. Certainly, profound changes have occurred in the way modern war is waged!

It is these two topics which form the bulk of this article.

To understand the current political climate in the Middle East, it is necessary to take a brief tour through the history of the Muslim world. In the middle of the 16th Century, during the reign of Sultan Suleiman I (1520-1566), the Ottoman Empire reached the peak of its power. Its boundaries enclosed some 15 million people compared, for example, with an English population of perhaps 2 million. To the west the Turks faced mounting hostility from the Christian States and in the east the enmity of a rival Islamic power. The Safavid Dynasty, centred in Persia (modern day Iran), was expanding at the same time. The Turks were Orthodox Muslims (Sunnis) while the Safavids were heretics (Shi'ites), practising an unacceptable, fundamentalist version of Islam. For 200 years there was

The McDonnell Douglas Apache Attack Helicopter
Up-front Strike Power for US Armored Forces

The Soviet-Built T-72 Main Battle Tank
This is the most modern tank in the Iraqi Arsenal

conflict between the two states and while the boundaries regularly changed, most of modern Iraq and Syria remained in Turkish hands.

Turkish power and influence went into a steady decline after the climactic naval defeat at Lepanto in 1571. The Safavid Dynasty was also in decline. Neither Muslim Empire was able to contest European naval expansion into the Indian Ocean or the African coastline. First Portuguese, then Dutch and British settlements sprang up. Concurrently, the rising dominance of the Russian Empire had pushed back Turkish borders in Eastern Europe and in the lands north of the Black Sea.

In 1899, the British annexed the deep-water port of Kuwait, ruled since the mid-18th Century by the Al-Sabah family. At that time the region was considered completely worthless. It was all desert, surrounded by more desert. Only the Kuwaiti Arabs, impoverished bandits preying on their neighbours and passing caravans, lived there. They were more than happy with the wealth which came their way courtesy of the British presence.

The aftermath of World War I had a major impact on the region. Turkey had unfortunately thrown in her lot with the losing side and the remains of her once substantial empire was divided amongst the victors. The newly formed League of Nations awarded the mandates. Syria and Lebanon went to France; Iraq, Palestine, Jordan and Kuwait to Britain.

The modern State of Iraq was created in 1931 with pretty much its pre-August 1990 borders. A Bedouin Prince from the Hashemite Dynasty (the current rulers of Jordan) was placed on the throne and the fledgling country left to fend for itself. Britain, of course, made sure she kept control of Iraq's oil wealth, the new-found currency of the 20th Century.

During the Second World War, Britain sent occupation troops to Iraq to forestall a threatened German coup and the Soviet Union occupied Iran. Neither move did much to foster goodwill. In 1958, an Iraqi Army coup was successful and the luckless royal family summarily shot. Five years of civil war followed between the army and the secular Baath political party (a sort of middle eastern socialism) before a compromise coalition government was established.

In 1968, the Baath party assumed sole power in the government by the usual expedient of shooting all the opposition. And finally, in 1979, Saddam Hussein moved from the Deputy's job to the President's, again accompanied by the elimination of opponents and potential rivals.

How then does the history of Iraq account for its present predicament?

The heart of the matter is the fundamental difference between the political development which occurred in the European Christian States and the Ottoman Empire (and the Safavid Dynasty can be lumped in here for this purpose). One can link the progress of political development (i.e. the evolution of universal suffrage and the rise of democracy) in Christian Europe to the gradual separation of the powers of Church and State. If we compare the political structures of France or Britain with that of Turkey in, say, the year 1500, we observe each to be an absolute monarchy with heredity as the sole selection factor and Divine Right the basis of power.

By the year 1900, fundamental changes had occurred in Britain and France. The French monarchy was no more, replaced by a republic while the British monarchy filled a titular role only. In another thirty years, the enfranchisement of women would complete the transformation to universal suffrage in both countries. In neither country did the established Church wield any real political power. In neither country did the established Church exercise any real control over the institutions of education.

Not so in Turkey. In the 400 years to 1900, nothing changed! The Sultan still ruled by Divine Right and the population at large had no say in their government. The laws of the land were virtually unchanged. Religious power was inseparable from State power.

A simple analogy highlights the significance of this comparison.

The St James version of the Bible, written towards the end of the 16th Century, was still the accepted version of the laws of God in the year 1900. Imagine the consequences had the criminal and civil laws of England remained as immutable.

Situation Map for Scenario One ("Invasion Kuwait")

It was exactly this kind of burden under which Turkey laboured. The Muslim Bible, the Khoran, is both a religious text and a civil and criminal code. It has remained unchanged for 1200 years! It was not until 1909 when the last Sultan, Abdul the Damned, was deposed that Turkey embarked on a political reformation. It quickly became a dictatorship as is wont to happen when democracy is first experimented with, but at least it was a start.

Iraq, like Turkey, shares the same legacy. Only in the last 80 years has any form of political change occurred. Attempts to establish a democratic government have failed abysmally as always seems to happen when imposed from without.

Democracy is a time-consuming, *internal* process and if Western experience can be any guide, it takes generations and the lives of many good men before the process matures and stabilizes. On the scale of Western political maturity, Iraq is still in the 17th Century!

And so are her Arab neighbours. With the sole exception of Turkey (now a member of NATO and gradually evolving into a democratic republic) all the Middle-Eastern Muslim countries are autocratic monarchies or dictatorships. The common man is powerless and, being poorly educated, if at all, and deliberately kept so, he is unaware of any alternative. Uneducated populations have always been easy to oppress and manipulate. Saddam Hussein, Iraq's ruler, is a master of oppression and manipulation.

Hated Israel, the only non-Muslim nation in the region is loathed as much for her democratic political structure and the wealth, prosperity and dynamism which this environment nourishes as for her aggression and ambition. As a political model, Israel is a serious threat to the rulers of the Arab World in much the same way as Revolutionary France appeared to threaten the established Monarchies of Europe in the 18th Century.

Having put into perspective the political structure of Iraq, the next step is to examine what special factors were at work which could have propelled that country into her present, disastrous predicament.

Oil is the first and most obvious factor. Those Arab countries which have oil are rich (Iraq, Saudi Arabia, Kuwait and the Arab Emirates); those which don't are poor (Syria, Jordan and Yemen). More importantly, were oil a valueless commodity, then *all* Arab countries would be poor (and conflicts there would excite as little interest as the never-ending wars among the Middle-African States).

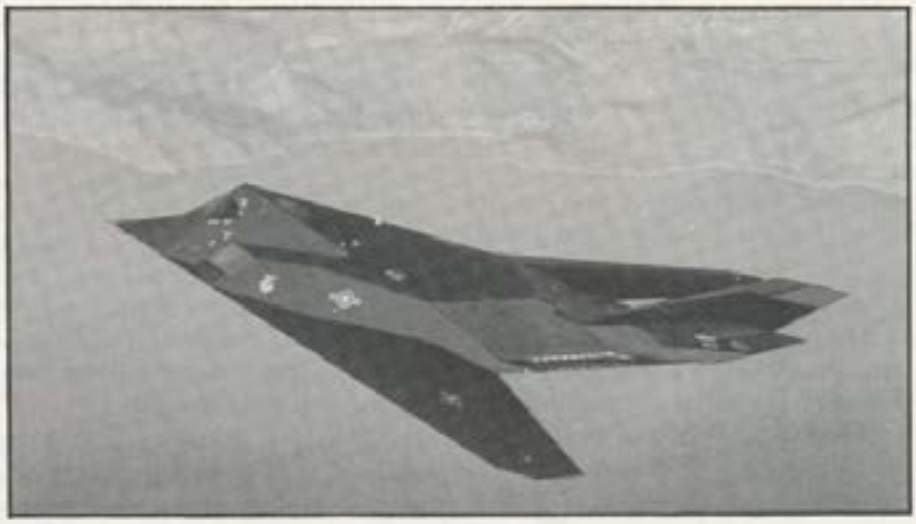
Situation Maps for Scenarios Two and Three ("Quick Start" and "Desert Storm")

Iraq has just one income producing export... oil! These revenues aside, Iraqi government expenditure is out of all proportion to her national income. The military arsenal is gigantic and the sums spent in the pursuit of *state-of-the-art* chemical, biological and nuclear weaponry are astronomical. Nothing is put back into the country... nothing is spent on expanding the national capital base for the future... nothing is done to improve the lot and literacy of the general population. Rather the contrary; minorities, particularly the Kurds (historically non-Arab bandits who'd as soon cut your throat as look at you), have been savagely persecuted.

Second is the traditional warring between the Sunni and Shi'ite factions. The overthrow of the Shah and the imposition of fundamentalist, Islamic Law in Iran re-opened old wounds with Iraq and no sooner had Saddam come to power in 1979 than he began plotting an attack against that ancient rival.

Iraq launched an invasion of Iran in 1980 with the traditional aggressor objectives of capturing resources and territory; the former was oil and the latter the Shat-al-Arab waterway and adjoining coastline which would transfer control of the Tigris and Euphrates river systems to Iraq. Despite limited initial success, Iran (with a population base three times that of Iraq) proved a dour opponent. The Iraqi offensive ground to a halt and after eight years of inconclusive attrition, a cease-fire settlement was reached. Iraq had acquired no territory of any value. She had acquired a massive foreign debt, 15 billion US dollars alone to Kuwait!

To a country with a primitive economy and/or minimal capacity to generate wealth, war is often the only diplomatic tool available for that country to attempt to impose its will upon its neighbours. Modern war, as the West realizes only too well and the Soviet Union is just now beginning to appreciate, is a *non-profit* business to be undertaken only as a last resort. War has lost its place to international trade (which *is* a profit-making business) as the pre-eminent diplomatic tool by which nations attempt to work their will upon other nations, at least in the developed world.



The Lockheed F117A Stealth Fighter
The Iraqis had no counter to this radar-evading wonder

The Iran fiasco left Iraq with huge debts and no capacity to repay them... at least not while Saddam's priorities were the rebuilding of his military strength and the retention of absolute power. The conquest of Kuwait, and the acquisition of her vast oil resources, was an irresistible temptation to Saddam. With a single stroke he could write off his largest creditor, go close to doubling his oil reserves, reclaim the prestige lost over the Iranian back-down and establish himself as the natural leader of the Arab World.

The McDonnell Douglas F-18A Hornet
The work-horse of the US air forces

From a military stand-point, the success of the proposed invasion was a foregone conclusion. There was just one little problem to overcome... would the United States, *not* the United Nations, let him get away with it? No other country, alone, would have the inclination and the capability to oppose him.

One way or another, he must have thought they would. There would have been no invasion otherwise!

Which brings us to the third factor; Saddam himself. Dictators, no matter how clever or cunning they may be, are always brought down if their habit is to reward any form of dissent or opposing opinion from their followers with death. There is no doubt that Saddam is both able and intelligent; his rise to power from obscurity and poverty is testament to that. Nor is there any doubt to the manner by which he assures compliance from his rump parliament; the murdered/executed bodies of erstwhile colleagues are well documented, as are the failed assassination attempts. The price to be paid for absolute power is a subtle one. Pretty soon the dictator finds himself surrounded solely by sycophants who will tell him only what he wants to hear. Adolf Hitler's habit of sacking generals who attempted to tell him how the war was really progressing soon led to a farcial situation where fictional armies were manoeuvred in a fantasy world. Good decision making cannot be made on bad information.

Time will tell why Saddam believed the United States would allow him to keep Kuwait; for now, for an outsider looking in, the best bet is that he made his decision on the information supplied by his flunkies... and they told him exactly what they believed he wanted to hear!

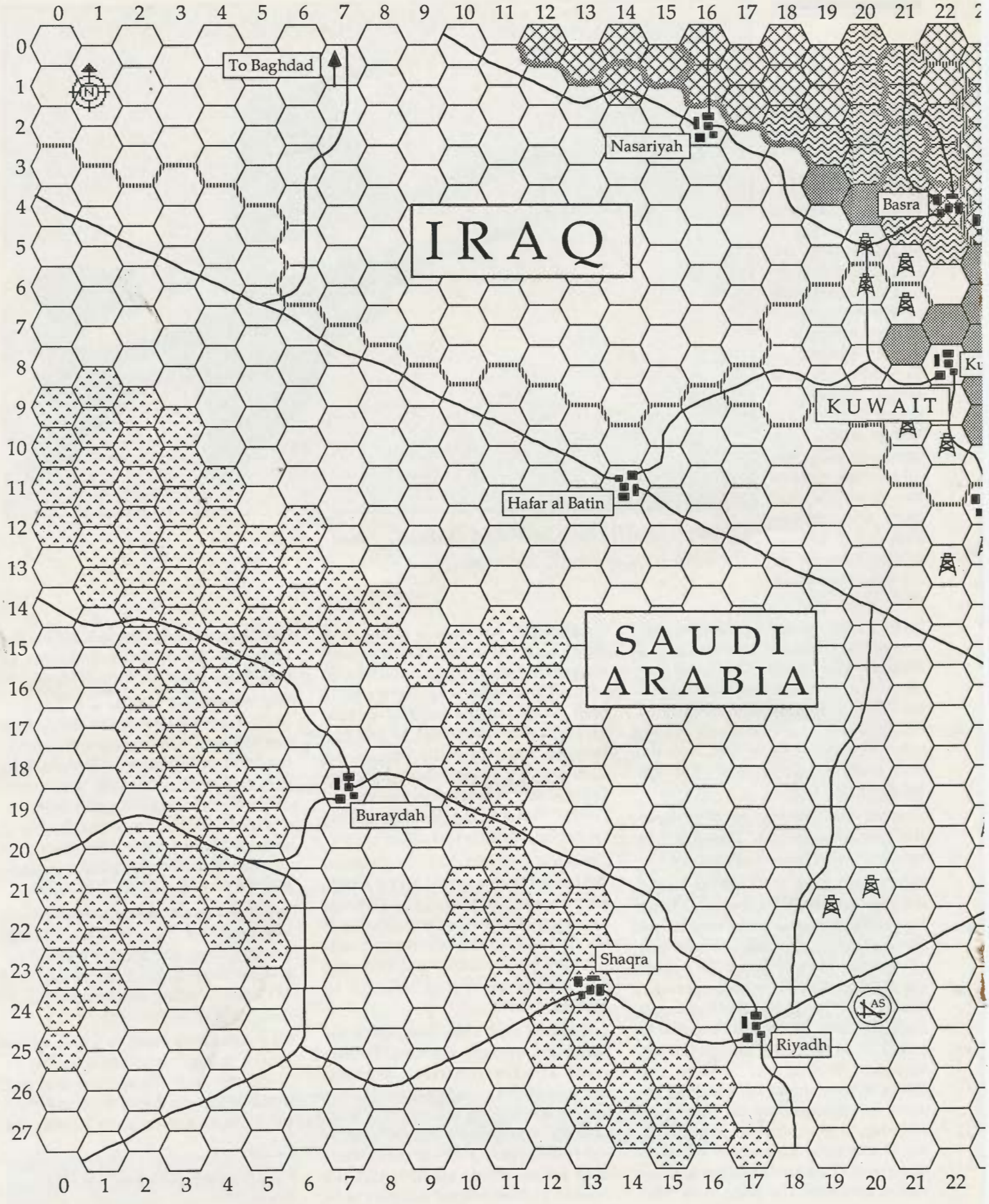
The second topic to be discussed is the nature of modern warfare. Twenty years ago the American Military, employing the then latest equipment and weaponry, was routed out of Vietnam by an opponent whose field armies totaled barely 20% of the arrayed Iraqi forces, whose air-force did not exist and whose arsenal was bare of all but the most basic weapons. To say the least, the American performance in Iraq was a dramatic form reversal!

The turn-round can be put down to several factors; changes in the American Military, improvements in weapons and equipment, differences in geographic environment, differences in opponents and finally, differences in political will. The exact contribution of each of these factors will always be open to debate but the following observations should start the ball rolling.

In a desert environment, mobility is the key to success. The campaigns in North Africa during the Second World War and the Arab-Israeli Wars of 1967 and 1973 demonstrate the importance of fast, decisive manoeuvre.

Of course, you have to know where you're going... and what to expect along the way! Good planning and intelligence go hand in hand. The timely receipt of accurate information

Continued on p. 43

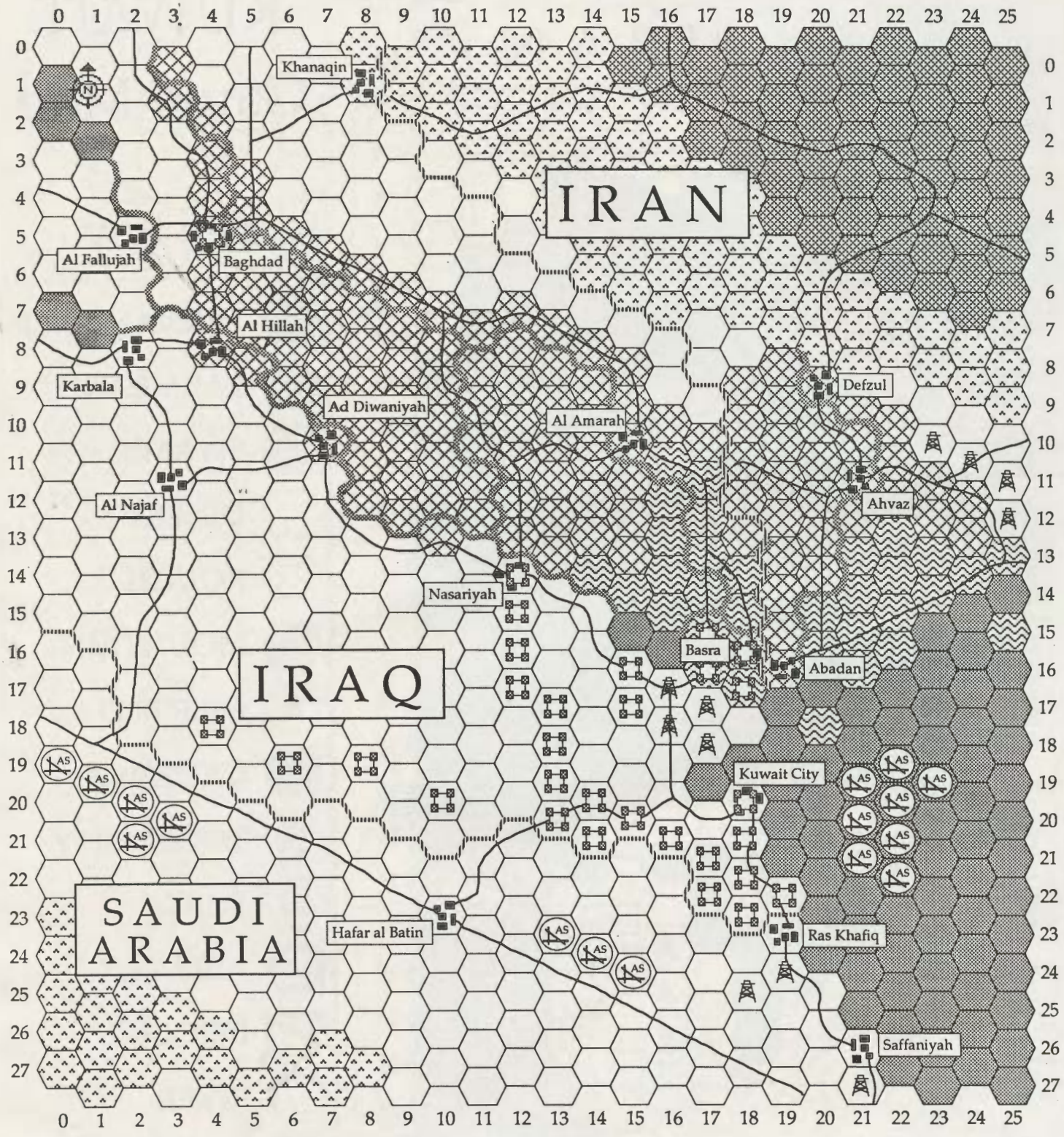

To Baghdad
Nasariyah
Basra
IRAQ
KUWAIT
Hafar al Batin
SAUDI
ARABIA
Buraydah
Shaqra
Riyadh
AS

INVASION KUWAIT
Game Map

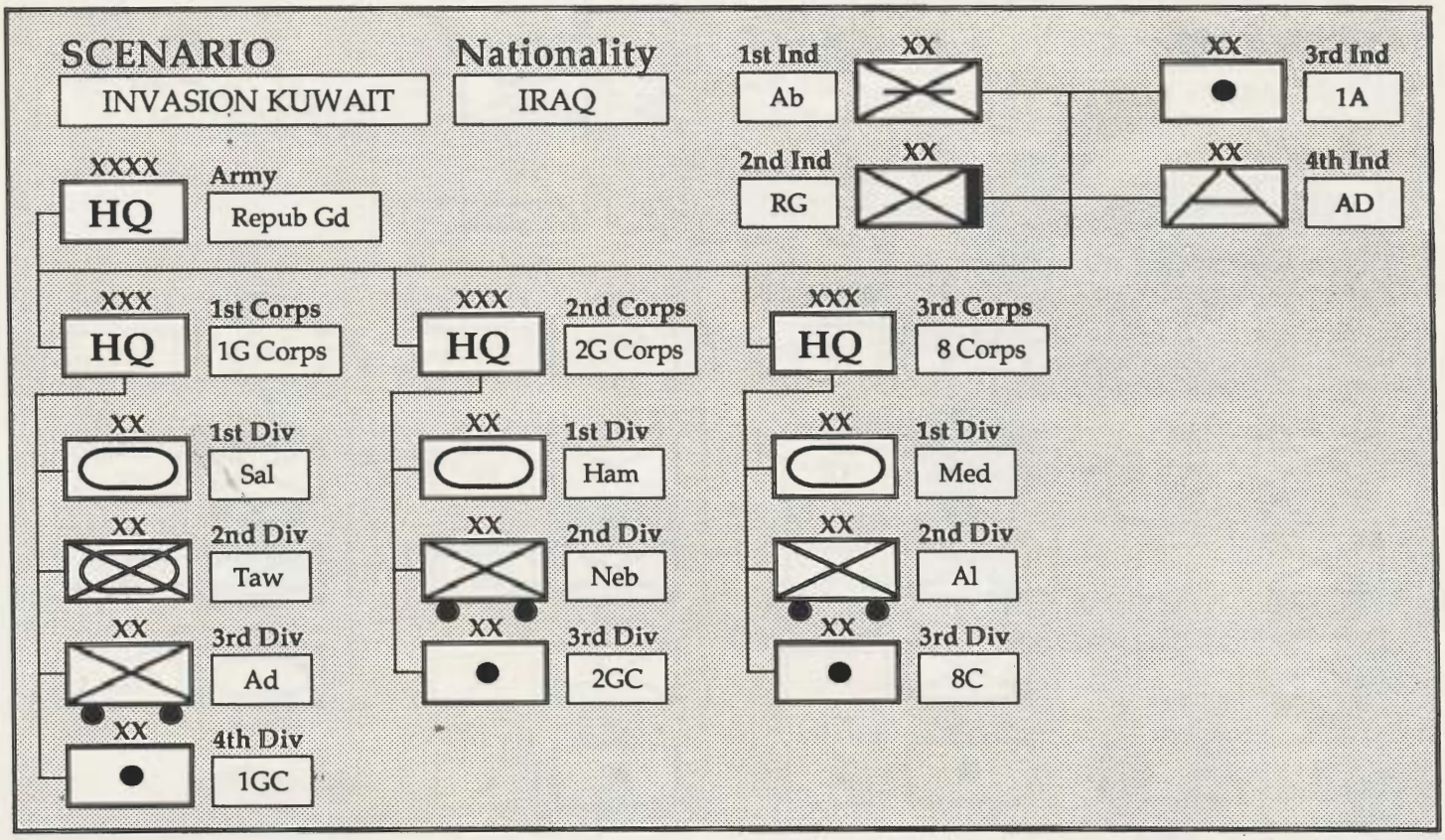
Terrain Key

- PERSIAN GULF
- FARMLAND
- SWAMP
- DESERT
- ROUGH
- MOUNTAIN
- OILFIELD
- CAUSEWAY
- TOWN/CITY
- FORT
- AIRBASE*
- BRIDGE
- RIVER
- NATIONAL BOUNDARY

"QUICK START" & "DESERT STORM" - Game Map



See previous page for Terrain Key

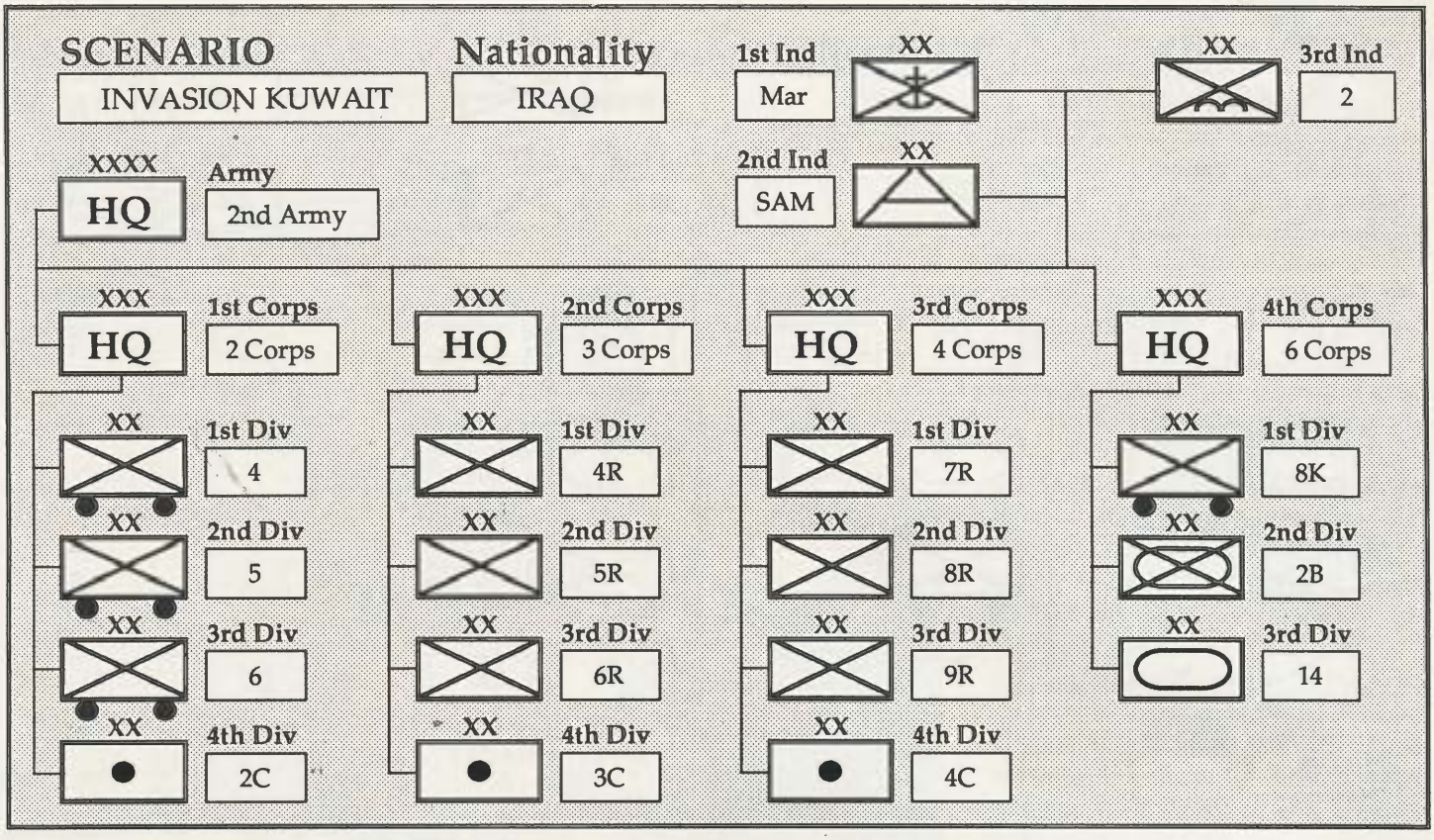


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	Repub Gd	1G Corps	2G Corps	8 Corps	
UNIT TYPE	[8]	Armored	Armored	Armored	Armored	
HQ ADMIN	0-7	5	5	5	4	
LEADERSHIP	0-7	5	5	4	4	
HQ SUPPLY	0-7	2	7	7	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	2	N/A	N/A	N/A	
ARRIVAL	0-99	0	N/A	N/A	N/A	
LOCATION	(x,y)	22,4	N/A	N/A	N/A	

UNIT DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	Sal	Taw	Ad	1GC	Ham	Neb	2GC		Med	Al	8C						Ab	RG	1A	AD
LOCATION	(x,y)	20,5	19,5	18,4	19,4	22,6	21,5	22,5		18,6	17,6	18,5						21,3	21,4	22,3	22,3
CLASS	0-13	11	2	1	13	11	1	13		11	1	13						3	4	13	8
MODE	0-3	0	0	0	0	0	0	0		0	0	0						0	0	0	0
EQUIPM'T	0-31	12	9	9	6	12	9	6		12	9	6						14	13	6	15
MOVEMENT	0-31	5	5	5	2	5	5	2		5	5	2						4	4	1	2
ARRIVAL	0-99	0	0	0	0	0	0	0		0	0	0						0	0	0	5
MAX STREN.	0-15	15	12	10	4	12	10	4		12	10	4						6	12	6	4
INIT. STREN.	0-15	15	12	10	4	12	10	4		12	10	4						6	12	6	4
RATING	0-15	7	5	4	8	6	4	8		6	4	8						4	5	9	5
RANGE	0-15	1	0	0	4	1	0	4		1	0	4						0	1	5	1
FATIGUE	0-7	7	7	7	7	7	7	7		7	7	7						7	7	7	7
EXPERIENCE	0-7	6	5	4	5	5	4	5		4	4	5						6	6	5	4
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A	N/A	N/A						1	1	1	1

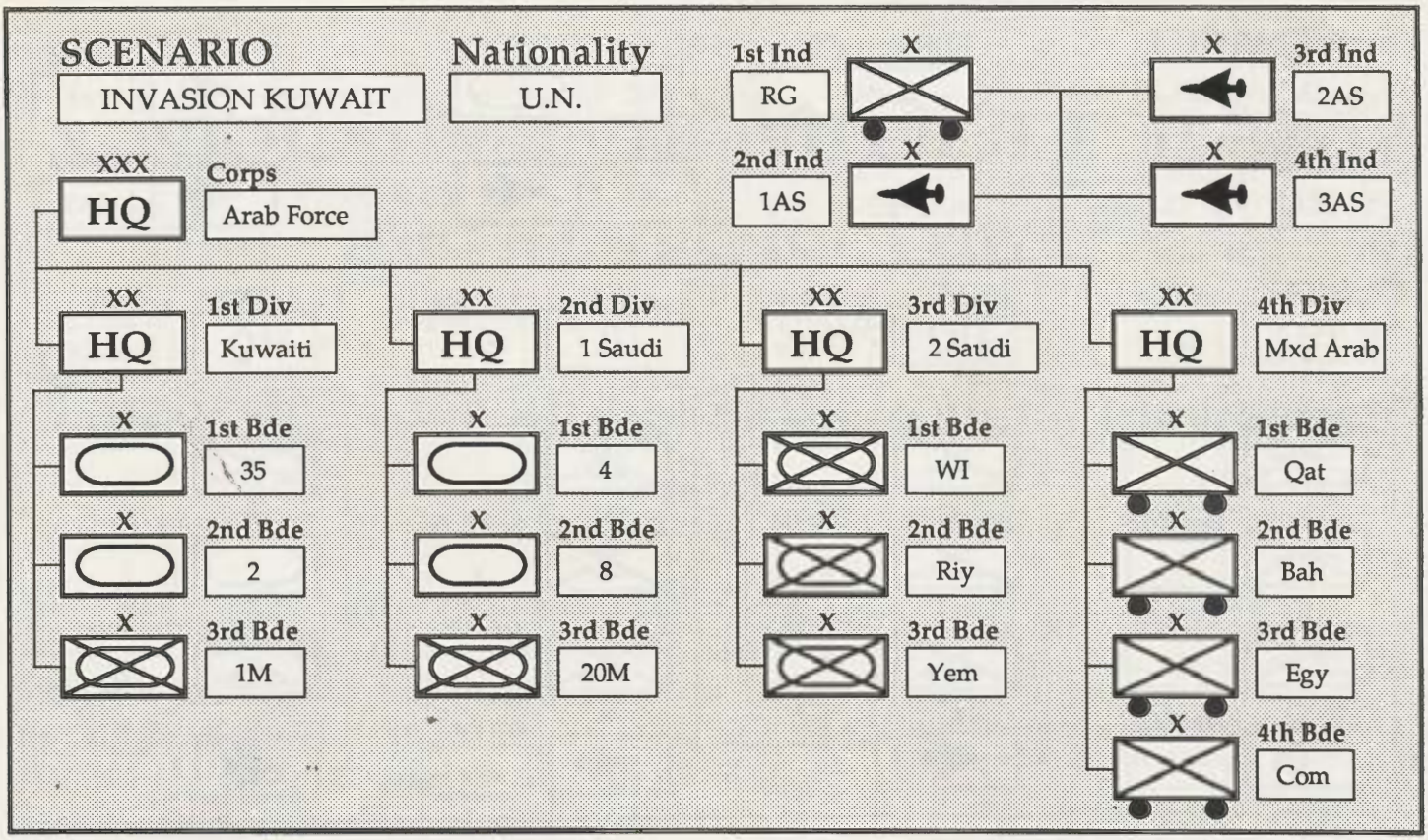


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	2nd Army	2 Corps	3 Corps	4 Corps	6 Corps
UNIT TYPE	[8]	Mixed	Motoriz'	Infantry	Infantry	Lt Arm
HQ ADMIN	0-7	3	4	3	3	5
LEADERSHIP	0-7	3	4	2	4	5
HQ SUPPLY	0-7	1	6	4	4	5
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	2	N/A	N/A	N/A	N/A
ARRIVAL	0-99	5	N/A	N/A	N/A	N/A
LOCATION	(x,y)	22,4	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	4	5	6	2C	4R	5R	6R	3C	7R	8R	9R	4C	8K	2B	14		Mar	SAM	2	
LOCATION	(x,y)	16,0	16,0	16,0	16,0	16,0	16,0	16,0	16,0	21,0	21,0	21,0	21,0	7,0	6,5	6,6		22,4	22,4	22,4	
CLASS	0-13	1	1	1	13	0	0	0	13	0	0	0	13	1	2	11		0	8	3	
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	
EQUIPM'T	0-31	9	9	9	16	18	18	18	16	18	18	18	16	9	19	2		17	15	14	
MOVEMENT	0-31	5	5	5	2	3	3	3	1	3	3	3	1	5	5	6		3	2	3	
ARRIVAL	0-99	9	9	9	11	17	17	17	19	25	25	25	27	3	0	0		15	16	13	
MAX STREN.	0-15	10	10	10	4	8	8	8	4	8	8	8	4	10	5	3		12	4	4	
INIT. STREN.	0-15	10	10	10	4	8	8	8	4	8	8	8	4	10	5	3		12	4	4	
RATING	0-15	4	4	4	5	3	3	3	5	3	3	3	5	4	4	4		4	5	3	
RANGE	0-15	0	0	0	4	0	0	0	4	0	0	0	4	0	0	0		0	1	0	
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7		7	7	7	
EXPERIENCE	0-7	4	4	4	5	3	3	3	4	3	3	3	4	4	4	4		6	4	6	
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		1	1	1	

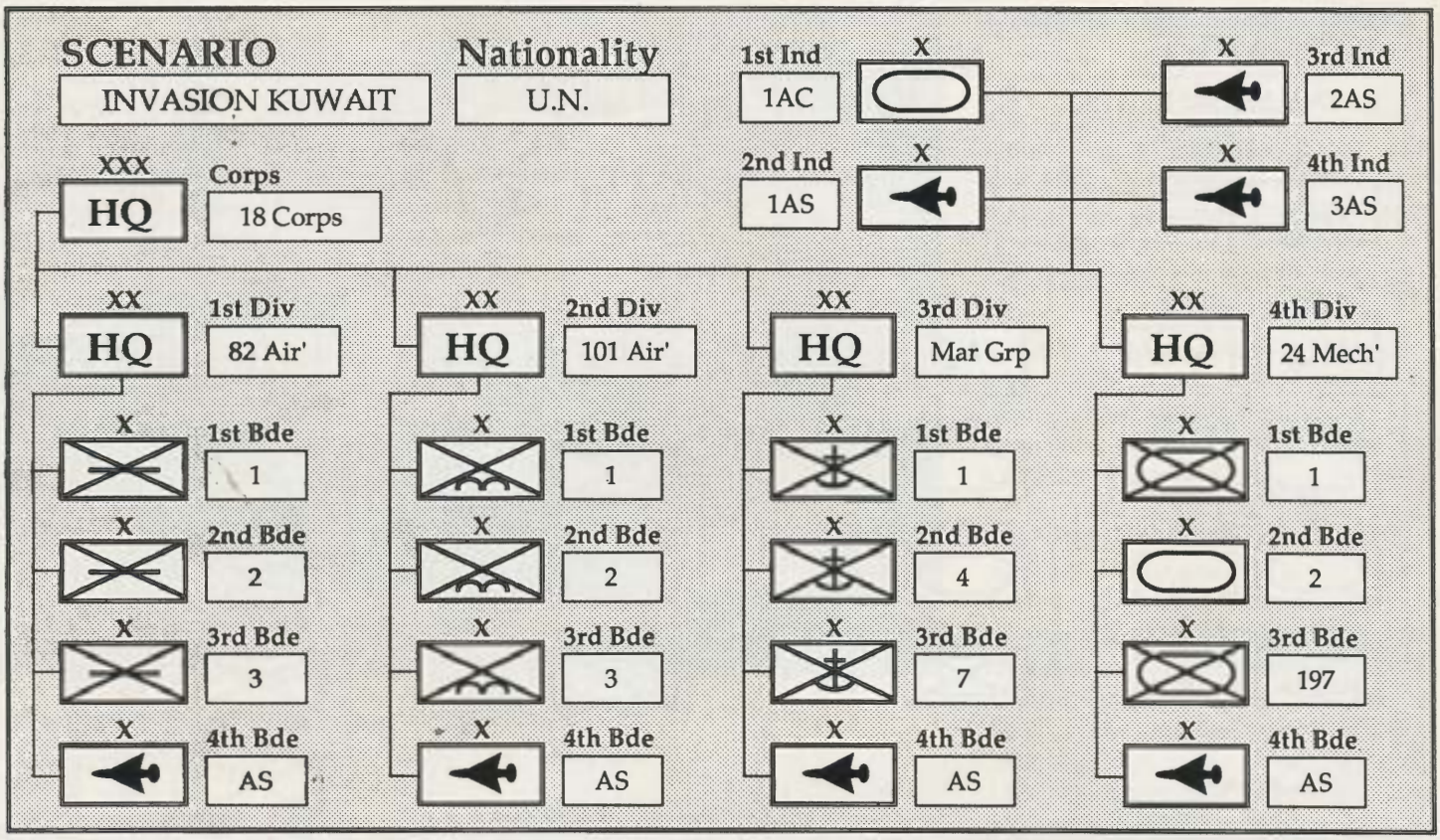


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	Arab For	Kuwaiti	1 Saudi	2 Saudi	Mxd Arab
UNIT TYPE	[8]	Mixed	Armored	Armored	Mech'	Motoriz'
HQ ADMIN	0-7	3	3	4	4	2
LEADERSHIP	0-7	3	2	3	5	2
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	1	0	0	0
MOVEMENT	0-31	4	N/A	N/A	N/A	N/A
ARRIVAL	0-99	5	N/A	N/A	N/A	N/A
LOCATION	(x,y)	17,24	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	35	2	1M		4	8	20M		WI	Riy	Yem		Qat	Bah	Egy	Com	RG	1AS	2AS	3AS
LOCATION	(x,y)	20,7	20,8	22,8		18,24	25,15	25,16		1,27	17,23	18,27		32,24	31,19	27,18	27,18	17,22	28,18	18,25	24,22
CLASS	0-13	11	11	2		11	11	2		2	2	2		1	1	1	1	1	13	13	13
MODE	0-3	0	0	0		0	0	0		0	0	0		0	0	0	0	0	0	0	0
EQUIPM'T	0-31	4	4	7		1	2	7		7	7	7		1	8	7	9	1	11	11	11
MOVEMENT	0-31	6	6	6		6	6	6		6	6	6		6	6	6	6	6	0	0	0
ARRIVAL	0-99	0	0	0		9	9	9		9	9	11		9	9	21	27	13	13	17	15
MAX STREN.	0-15	4	4	6		8	6	6		6	6	6		4	4	8	6	9	10	10	10
INIT. STREN.	0-15	4	4	6		8	6	6		6	6	6		4	4	8	6	9	10	10	10
RATING	0-15	3	3	3		3	5	3		3	3	3		2	2	5	4	4	10	10	10
RANGE	0-15	0	0	0		0	0	0		0	0	0		0	0	0	0	0	15	15	15
FATIGUE	0-7	7	7	7		7	7	7		7	7	7		7	7	7	7	7	7	7	7
EXPERIENCE	0-7	3	3	3		3	3	3		3	3	3		2	2	4	3	5	7	7	7
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A	N/A	2	2	2	2

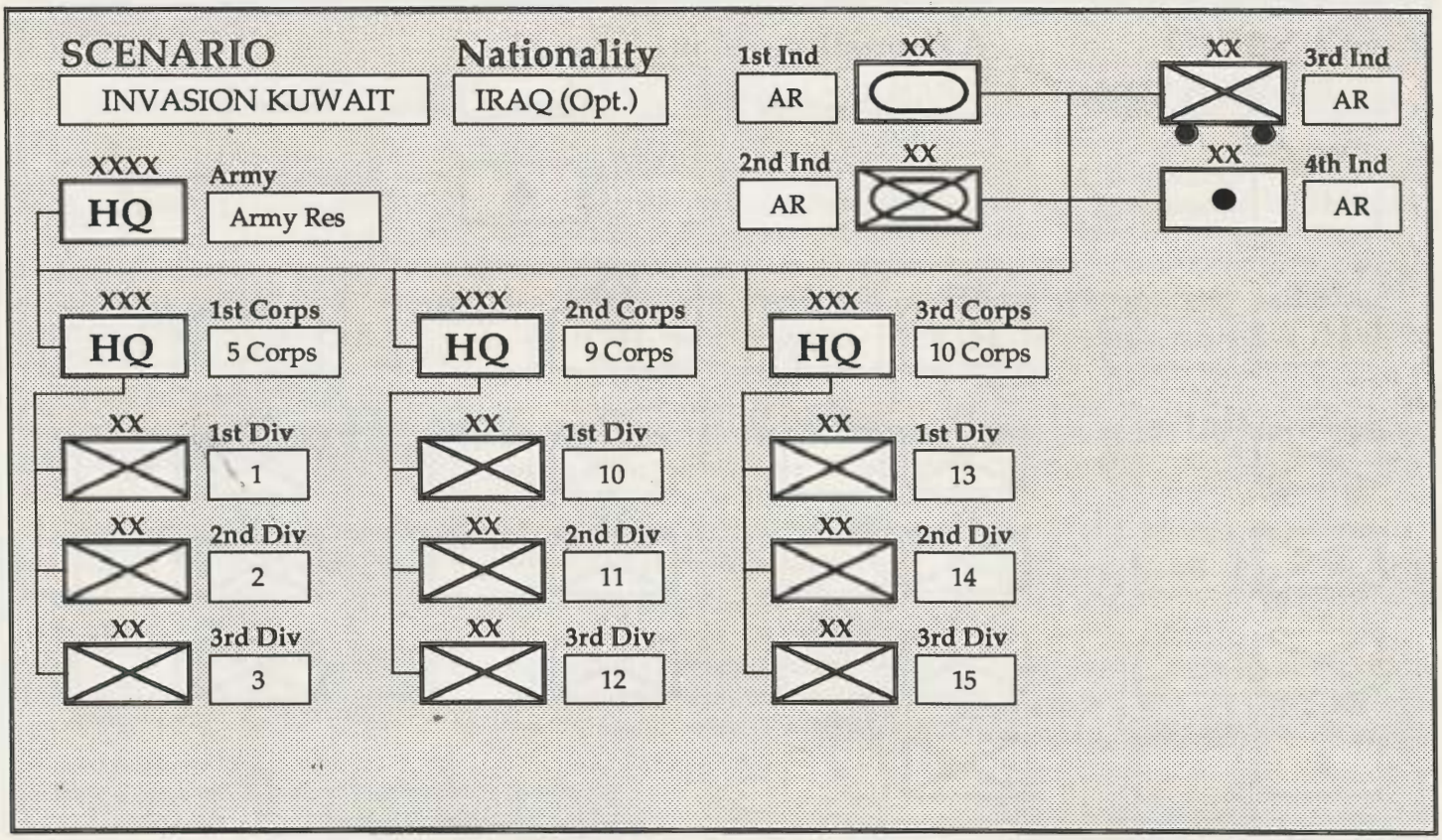


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	18 Corps	82 Air'	101 Air'	Mar Grp	24 Mech'
UNIT TYPE	[8]	Combined	Airborne	Airmobile	Marines	Armored
HQ ADMIN	0-7	7	7	7	7	7
LEADERSHIP	0-7	7	6	6	7	6
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	8	N/A	N/A	N/A	N/A
ARRIVAL	0-99	23	N/A	N/A	N/A	N/A
LOCATION	(x,y)	27,18	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	AS	1	2	3	AS	1	4	7	AS	1	2	197	AS	1AC	1AS	2AS	3AS
LOCATION	(x,y)	27,18	27,18	27,18	25,7	27,18	27,18	27,18	25,8	27,18	27,18	27,18	25,9	27,18	27,18	27,18	26,10	27,18	26,7	26,8	26,9
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13	2	11	2	13	11	13	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	14	14	14	11	14	14	14	11	17	17	17	11	3	10	3	11	10	11	11	11
MOVEMENT	0-31	8	8	8	0	10	10	10	0	8	8	8	0	10	10	10	0	10	0	0	0
ARRIVAL	0-99	15	17	18	21	31	32	33	34	24	27	19	29	37	38	43	41	28	16	18	22
MAX STREN.	0-15	9	9	9	15	9	9	9	15	9	6	9	15	12	12	12	15	12	15	15	15
INIT. STREN.	0-15	9	9	9	15	9	9	9	15	9	6	9	15	12	12	12	15	12	15	15	15
RATING	0-15	12	12	12	15	10	10	10	15	12	12	12	15	12	15	12	15	15	15	15	15
RANGE	0-15	0	0	1	15	0	0	1	15	0	0	1	15	0	1	0	15	1	15	15	15
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	7	7	7	7	6	6	6	7	7	7	7	7	5	5	5	7	7	7	7	7
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	1	1	1

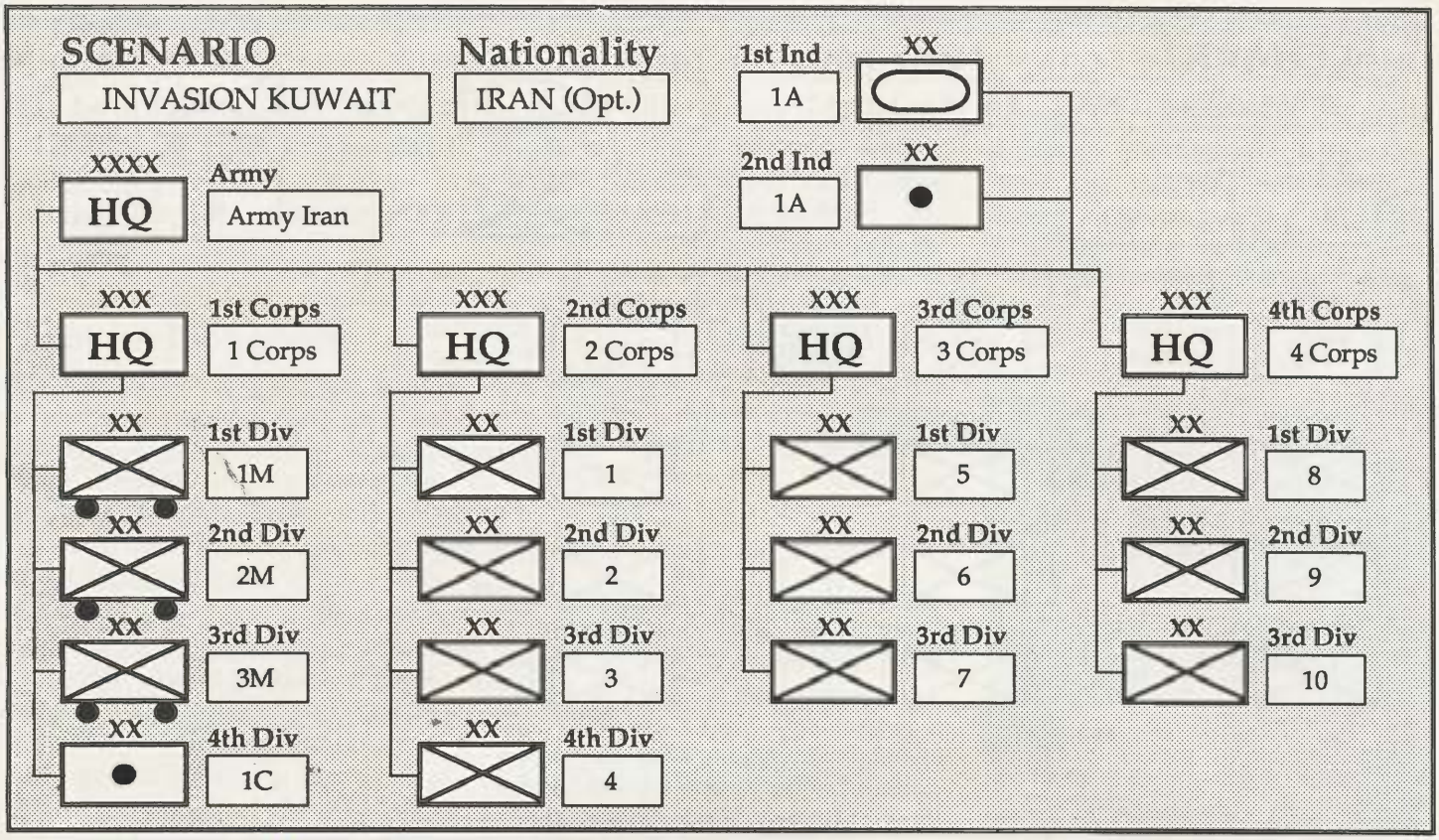


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	Army Res	5 Corps	9 Corps	10 Corps	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	
HQ ADMIN	0-7	3	3	3	3	
LEADERSHIP	0-7	4	4	3	5	
HQ SUPPLY	0-7	2	7	7	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	2	N/A	N/A	N/A	
ARRIVAL	0-99	0	N/A	N/A	N/A	
LOCATION	(x,y)	21,2	N/A	N/A	N/A	

UNIT DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3		10	11	12		13	14	15						AR	AR	AR	AR
LOCATION	(x,y)	22,2	22,1	21,0		22,5	22,4	22,3		16,0	16,0	16,0						16,0	16,0	16,0	16,0
CLASS	0-13	0	0	0		0	0	0		0	0	0						11	2	1	13
MODE	0-3	0	0	0		0	0	0		0	0	0						0	0	0	0
EQUIPM'T	0-31	18	18	18		18	18	18		18	18	18						12	9	9	6
MOVEMENT	0-31	3	3	3		3	3	3		3	3	3						5	5	5	2
ARRIVAL	0-99	0	0	0		0	0	0		19	19	19						23	24	25	31
MAX STREN.	0-15	8	8	8		8	8	8		8	8	8						12	12	9	6
INIT. STREN.	0-15	8	8	8		8	8	8		8	8	8						12	12	9	6
RATING	0-15	3	3	3		3	3	3		3	3	3						7	5	4	8
RANGE	0-15	0	0	0		0	0	0		0	0	0						1	0	0	4
FATIGUE	0-7	7	7	7		7	7	7		7	7	7						7	7	7	7
EXPERIENCE	0-7	4	4	4		3	3	3		3	3	3						5	5	4	5
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A						3	3	3	3



HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	Army Iran	1 Corps	2 Corps	3 Corps	4 Corps
UNIT TYPE	[8]	Mixed	Motoriz'	Infantry	Infantry	Infantry
HQ ADMIN	0-7	2	3	3	2	2
LEADERSHIP	0-7	3	5	4	4	2
HQ SUPPLY	0-7	4	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	1	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	24,3	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1M	2M	3M	1C	1	2	3	4	5	6	7		8	9	10		1A	1A		
LOCATION	(x,y)	24,0	24,0	24,0	24,0	28,0	28,0	28,0	28,0	23,2	23,3	23,4		22,0	23,0	23,1		24,0	24,0		
CLASS	0-13	1	1	1	13	0	0	0	0	0	0	0		0	0	0		11	13		
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0		0	0	0		0	0		
EQUIPM'T	0-31	5	5	5	16	18	18	18	18	18	18	18		18	18	18		23	6		
MOVEMENT	0-31	5	5	5	1	2	2	2	2	2	2	2		2	2	2		5	1		
ARRIVAL	0-99	17	17	17	19	13	13	13	13	0	0	0		0	0	0		21	25		
MAX STREN.	0-15	9	9	9	4	9	9	9	9	8	8	12		8	8	8		9	6		
INIT. STREN.	0-15	9	9	9	4	9	9	9	9	8	8	12		8	8	8		9	6		
RATING	0-15	4	4	4	4	4	4	4	4	3	3	3		3	3	3		5	6		
RANGE	0-15	0	0	0	4	0	0	0	0	0	0	0		0	0	0		1	5		
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7		7	7	7		7	7		
EXPERIENCE	0-7	4	4	4	4	4	4	4	4	3	3	4		3	3	3		5	4		
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A	N/A	N/A		1	1		

INVASION KUWAIT - Briefing

AXIS	ALLIED
SIDE [16]: IRAQ	SIDE [16]: UNITED NATIONS
CORPS [16]: Iraqi Army	CORPS [16]: Central Command
COMMANDER [16]: Saddam Hussein	COMMANDER [16]: Gen. Schwarzkopf

DAY	NIGHT	SUPPORT	DAY	NIGHT
10	0	QUANTITY (0-99)	10	10
0	0	RELIABILITY (0-3)	3	3
3	0	RATING (0-15)	15	15

AIR SUPERIORITY (0-7)

STATUS = 7
RELIABILITY = 7

STRONG ALLIED
DEPENDABLE

SCENARIO [16]: Invasion Kuwait

BRIEFING [26]: Or "On to Riyadh" Aug 2, 1990 - Aug 17th, 1990

(0-3)	START =	0	am
(1-31)	DATE =	2	2nd AUG 1990
(1-12)	MONTH =	8	
(0-99)	YEAR =	90	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	12	
(0-3)	WEATHER =	3	CLEAR
(0-7)	FORECAST =	5	STABLE
(0-7)	CLIMATE =	3	ARID
(0-31)	MECH MIN =	5	

BRITTLENESS

(0-9) AXIS = 00 %
(0-9) ALLIED = 70 %

NIGHT CAPABLE

(0-1) AXIS = 0
(0-1) ALLIED = 1

INVASION KUWAIT - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	Water	-	-	-	-	-
T1	Farmland	1	1	7	7	7
T2	Swamp	12	8	3	3	4
T3	Desert	2	2	7	7	7
T4	Rough	4	2	5	5	6
T5	Mountain	12	4	2	2	3
T6	Oilfield	2	2	7	7	7
T7	Causeway	1	1	7	7	7
T8	Farm (N)	0	0	0	0	0
T9	Swamp (N)	0	0	0	0	0
T10	Desert (N)	0	0	0	0	0
T11	Rough (N)	0	0	0	0	0
T12	Mount (N)	0	0	0	0	0
T13	Oil (N)	0	0	0	0	0
T14	-	-	-	-	-	-
T15	-	0	0	0	0	0
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	1	6	1
-	CITY	N.A.	N.A.	3	1	3
-	BRIDGE	1	1	5	7	5
-	RIVER	N.A.	1	5	7	4

INVASION KUWAIT - Objectives & Misc.

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
1(AX)	Buraydah	7,18	0	0	1	47	10	50
2(AX)	Hafar Batin	14,11	2	1	1	47	5	25
3(AX)	Basra	22,4	2	1	1	47	7	100
4(AX)	Kuwait City	22,8	2	1	1	47	20	100
5(AX)	Ras Khafiq	23,11	1	0	1	47	20	50
6(AX)	Saffaniyah	25,14	1	0	1	47	20	50
7(AX)	Riyadh	17,24	1	0	1	47	25	100
8(AX)	Dhahran	27,18	1	0	1	47	25	100
9(AX)	Manama	31,19	1	0	1	47	25	100
10(AX)	Al Hufut	26,22	1	0	1	47	25	100
11(AX)	Doha	35,21	1	0	1	47	25	100
12(AX)	To Baghdad	7,0	0	0	1	47	5	25
1(AL)	Buraydah	7,18	0	0	1	47	0	5
2(AL)	Hafar Batin	14,11	2	0	1	47	3	5
3(AL)	Basra	22,4	2	0	1	47	10	50
4(AL)	Kuwait City	22,8	2	1	1	47	10	25
5(AL)	Ras Khafiq	23,11	2	0	1	47	3	10
6(AL)	Saffaniyah	25,14	2	0	1	47	3	10
7(AL)	Riyadh	17,24	1	1	1	47	1	5
8(AL)	Dhahran	27,18	2	0	1	47	1	5
9(AL)	Manama	31,19	0	0	1	47	1	5
10(AL)	Al Hufut	26,22	0	0	1	47	1	5
11(AL)	Nasariyah	16,2	2	0	1	47	10	50
12(AL)	To Baghdad	7,0	2	0	1	47	10	50

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

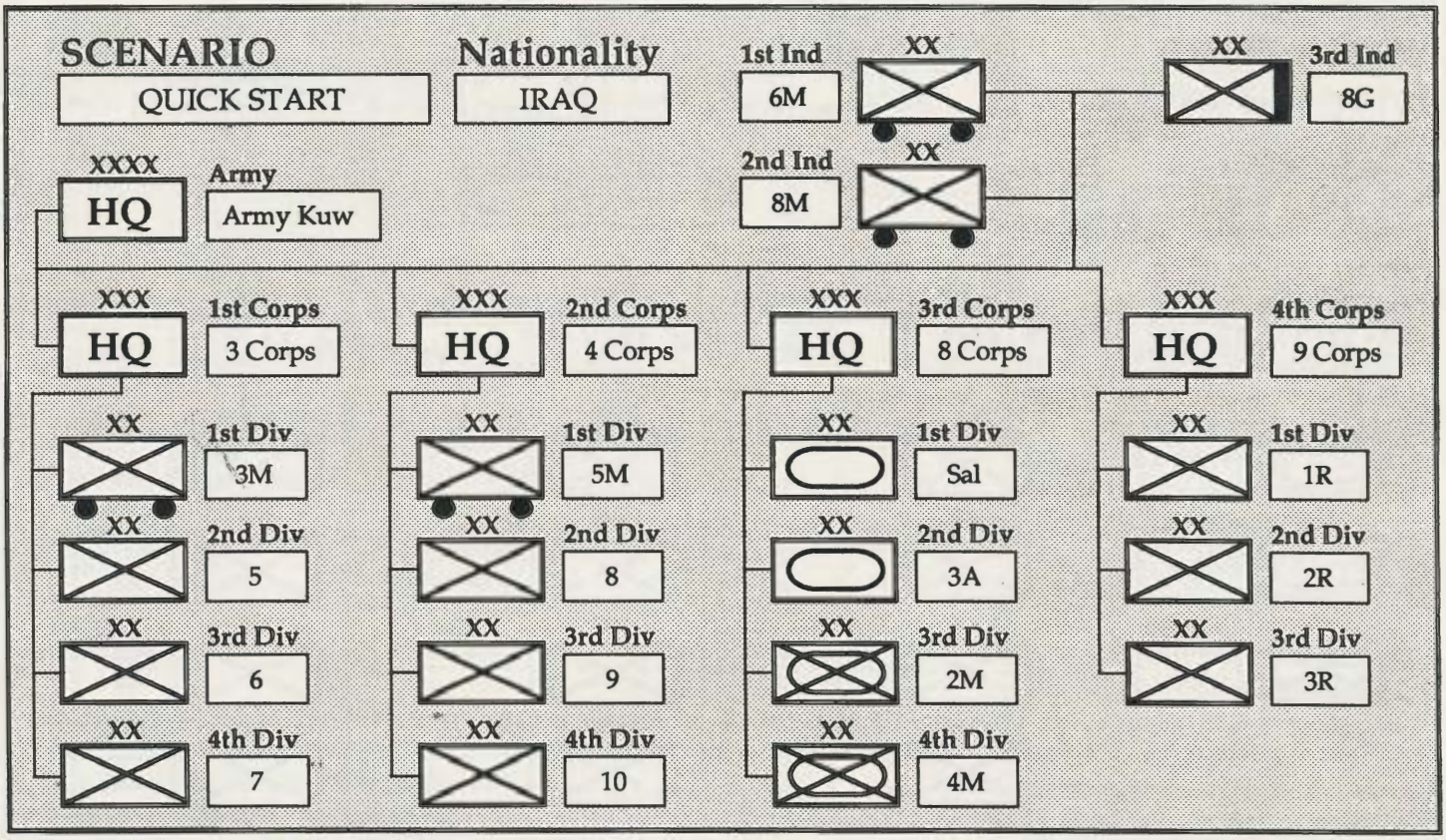
1st Hex =	4	0	4th Hex =	8	1
2nd Hex =	6	0	5th Hex =	8	1
3rd Hex =	8	0	6th Hex =	8	1

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	2	2
ALLIED	5	5

MAP SIZE

ACROSS (0-2)	2
DOWN (0-3)	3

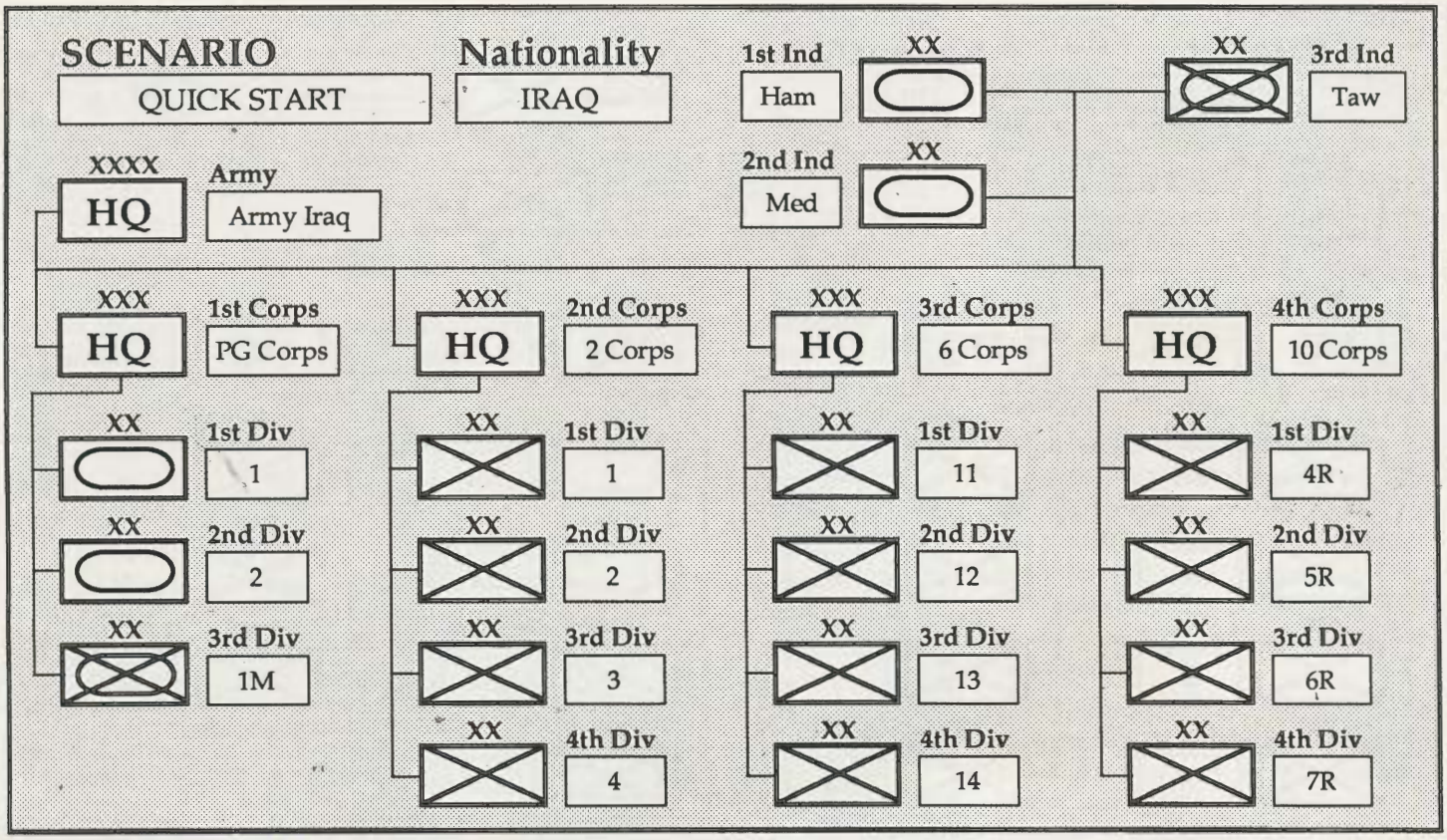


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	Army Kuw	3 Corps	4 Corps	8 Corps	9 Corps
UNIT TYPE	[8]	Mixed	Infantry	Infantry	Armored	Militia
HQ ADMIN	0-7	4	4	4	4	2
LEADERSHIP	0-7	4	5	4	5	3
HQ SUPPLY	0-7	1	7	7	7	5
BRITTLE	0-1	0	0	0	0	1
MOVEMENT	0-31	1	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	17,18	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	3M	5	6	7	5M	8	9	10	Sal	3A	2M	4M	1R	2R	3R		6M	8M	8G	
LOCATION	(x,y)	14,20	13,20	14,21	15,20	18,22	17,22	18,23	19,22	15,18	17,20	16,19	16,21	13,17	13,18	13,19		18,21	17,21	18,20	
CLASS	0-13	1	0	0	0	1	0	0	0	11	11	2	2	0	0	0		1	1	4	
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	
EQUIPM'T	0-31	5	18	18	18	5	18	18	18	12	12	9	9	18	18	18		5	5	13	
MOVEMENT	0-31	5	3	3	3	5	3	3	3	5	5	5	5	2	2	2		5	5	5	
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	
MAX STREN.	0-15	12	12	12	12	12	12	12	12	15	12	12	12	9	9	9		12	12	10	
INIT. STREN.	0-15	12	12	12	12	12	12	12	12	15	12	12	12	9	9	9		12	12	10	
RATING	0-15	4	3	3	3	4	3	3	3	7	5	4	4	2	2	2		4	4	8	
RANGE	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	1	
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7		7	7	7	
EXPERIENCE	0-7	4	4	4	4	5	4	4	4	7	5	5	5	2	2	2		4	5	7	
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		3	3	3	

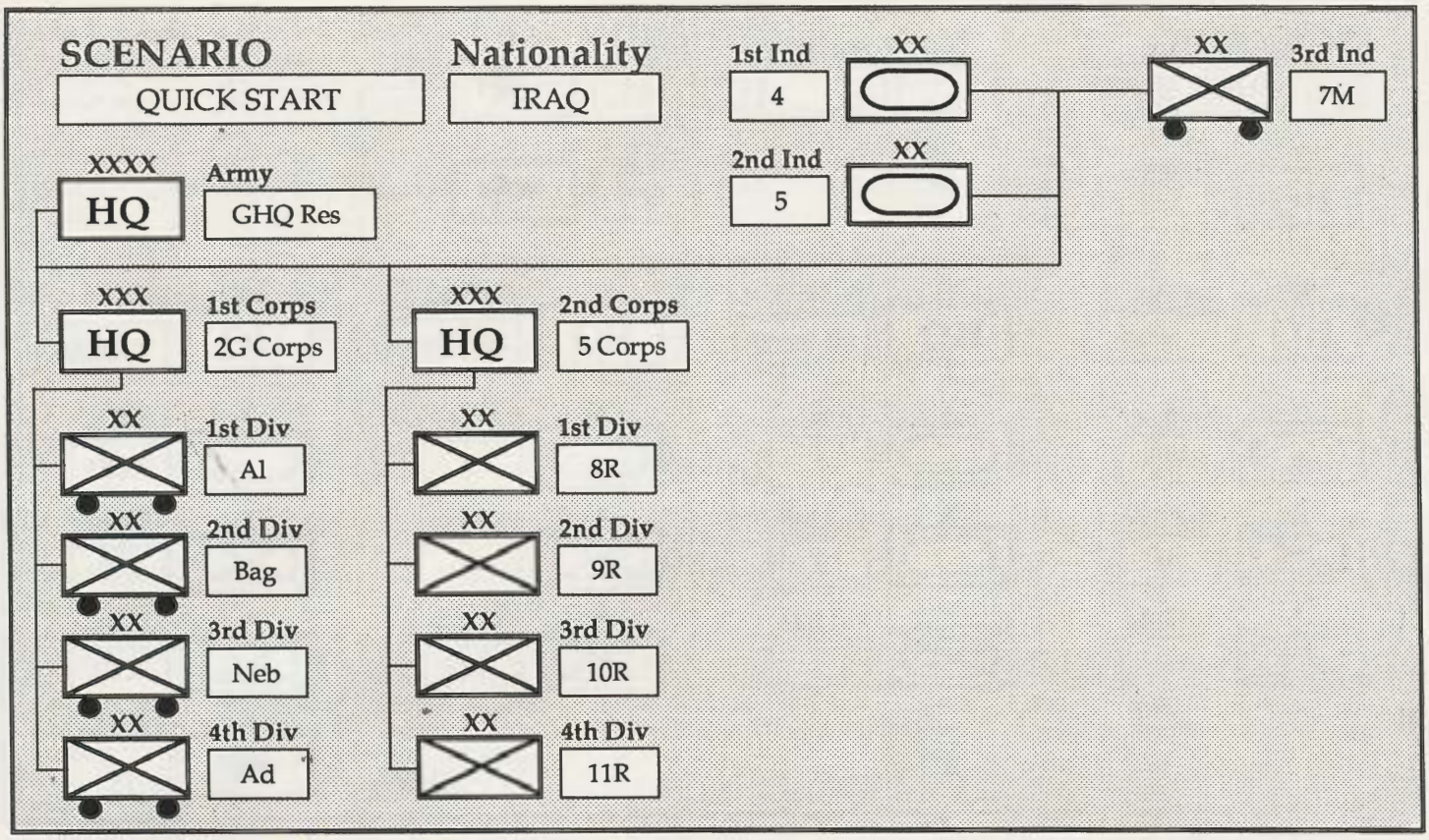


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	Army Iraq	PG Corps	2 Corps	6 Corps	10 Corps
UNIT TYPE	[8]	Mixed	Armored	Infantry	Infantry	Militia
HQ ADMIN	0-7	4	5	4	4	2
LEADERSHIP	0-7	5	6	3	4	1
HQ SUPPLY	0-7	1	7	7	7	5
BRITTLE	0-1	0	0	0	0	1
MOVEMENT	0-31	1	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	18,16	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	1M		1	2	3	4	11	12	13	14	4R	5R	6R	7R	Ham	Med	Taw	
LOCATION	(x,y)	18,17	17,16	17,15		15,10	15,8	17,11	17,13	8,19	10,20	4,18	6,19	12,15	12,14	12,16	12,17	16,18	15,17	15,16	
CLASS	0-13	11	11	2		0	0	0	0	0	0	0	0	0	0	0	0	11	11	2	
MODE	0-3	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
EQUIPM'T	0-31	12	12	9		18	18	18	18	18	18	18	18	18	18	18	18	12	12	9	
MOVEMENT	0-31	5	5	5		3	3	3	3	3	3	3	3	2	2	2	2	5	5	5	
ARRIVAL	0-99	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
MAX STREN.	0-15	12	12	12		12	12	12	12	12	12	12	12	9	9	9	9	12	12	12	
INIT. STREN.	0-15	12	12	12		12	12	12	12	12	12	12	12	9	9	9	9	12	12	12	
RATING	0-15	5	5	4		3	3	3	3	3	3	3	3	2	2	2	2	5	5	4	
RANGE	0-15	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FATIGUE	0-7	7	7	7		7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	
EXPERIENCE	0-7	5	5	5		4	4	4	4	4	4	4	4	1	1	1	1	6	6	6	
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	1	1	

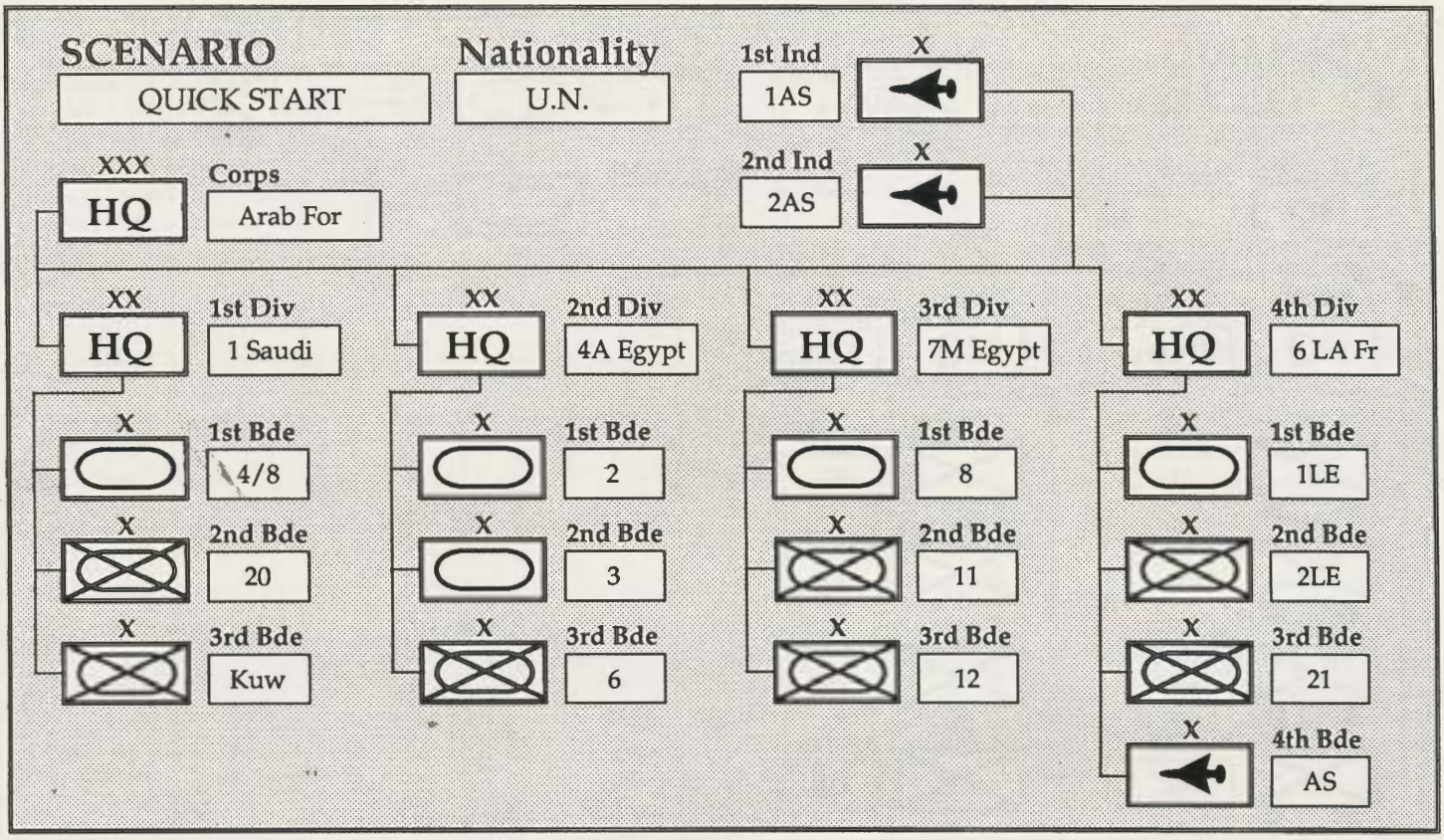


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	GHQ Res	2G Corps	5 Corps		
UNIT TYPE	[8]	Mixed	Motoriz'	Militia		
HQ ADMIN	0-7	4	5	3		
LEADERSHIP	0-7	4	5	2		
HQ SUPPLY	0-7	1	7	7		
BRITTLE	0-1	0	0	1		
MOVEMENT	0-31	1	N/A	N/A		
ARRIVAL	0-99	0	N/A	N/A		
LOCATION	(x,y)	4,4	N/A	N/A		

UNIT DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	Al	Bag	Neb	Ad	8R	9R	10R	11R									4	5	7M	
LOCATION	(x,y)	4,8	4,5	2,5	2,8	10,7	9,6	8,6	7,5									5,3	5,4	10,8	
CLASS	0-13	1	1	1	1	0	0	0	0									11	11	1	
MODE	0-3	0	0	0	0	0	0	0	0									0	0	0	
EQUIPM'T	0-31	9	9	9	9	18	18	18	18									12	12	5	
MOVEMENT	0-31	5	5	5	5	2	2	2	2									5	5	5	
ARRIVAL	0-99	0	0	0	0	0	0	0	0									0	0	0	
MAX STREN.	0-15	12	15	12	12	9	9	9	9									12	12	12	
INIT. STREN.	0-15	12	15	12	12	9	9	9	9									12	12	12	
RATING	0-15	4	5	4	4	2	2	2	2									5	5	4	
RANGE	0-15	0	0	0	0	0	0	0	0									0	0	0	
FATIGUE	0-7	7	7	7	7	7	7	7	7									7	7	7	
EXPERIENCE	0-7	5	6	5	5	1	1	1	1									5	5	4	
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A									1	1	2	

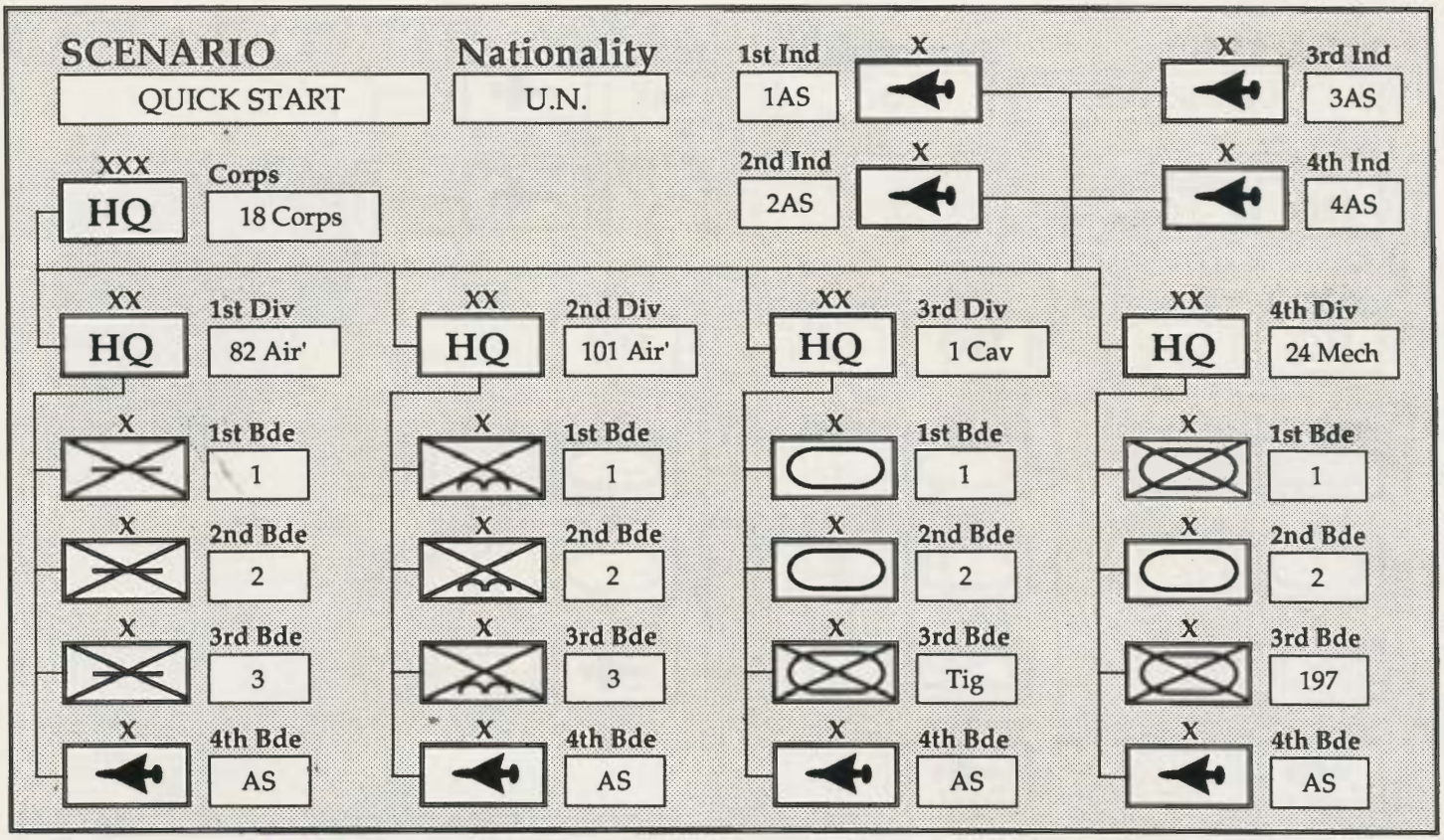


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	Arab For	1 Saudi	4A Egypt	7M Egypt	6 LA Fr
UNIT TYPE	[8]	Mixed	Armored	Armored	Mech'	Armored
HQ ADMIN	0-7	3	4	3	3	7
LEADERSHIP	0-7	3	4	3	5	7
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	4	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	15,27	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	4/8	20	Kuw		2	3	6		8	11	12		1LE	2LE	21	AS	1AS	2AS		
LOCATION	(x,y)	17,23	19,23	18,24		13,22	12,22	12,23		14,23	15,22	15,23		11,21	11,22	10,22	13,23	14,24	15,24		
CLASS	0-13	11	2	2		11	11	2		11	2	2		11	2	2	13	13	13		
MODE	0-3	0	0	0		0	0	0		0	0	0		0	0	0	0	0	0		
EQUIPM'T	0-31	1	2	4		2	2	7		2	7	7		22	1	1	11	11	11		
MOVEMENT	0-31	8	8	8		8	8	8		8	8	8		12	10	10	0	0	0		
ARRIVAL	0-99	0	0	0		0	0	0		0	0	0		0	0	0	0	0	0		
MAX STREN.	0-15	9	6	6		6	6	6		6	6	6		6	9	9	12	12	12		
INIT. STREN.	0-15	9	6	6		6	6	6		6	6	6		6	9	9	12	12	12		
RATING	0-15	8	7	6		7	7	5		7	5	5		12	12	12	12	12	12		
RANGE	0-15	0	0	0		0	0	0		0	0	0		1	0	0	15	15	15		
FATIGUE	0-7	7	7	7		7	7	7		7	7	7		7	7	7	7	7	7		
EXPERIENCE	0-7	3	3	3		3	3	3		3	3	3		7	7	7	7	5	5		
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A	N/A	1	3		

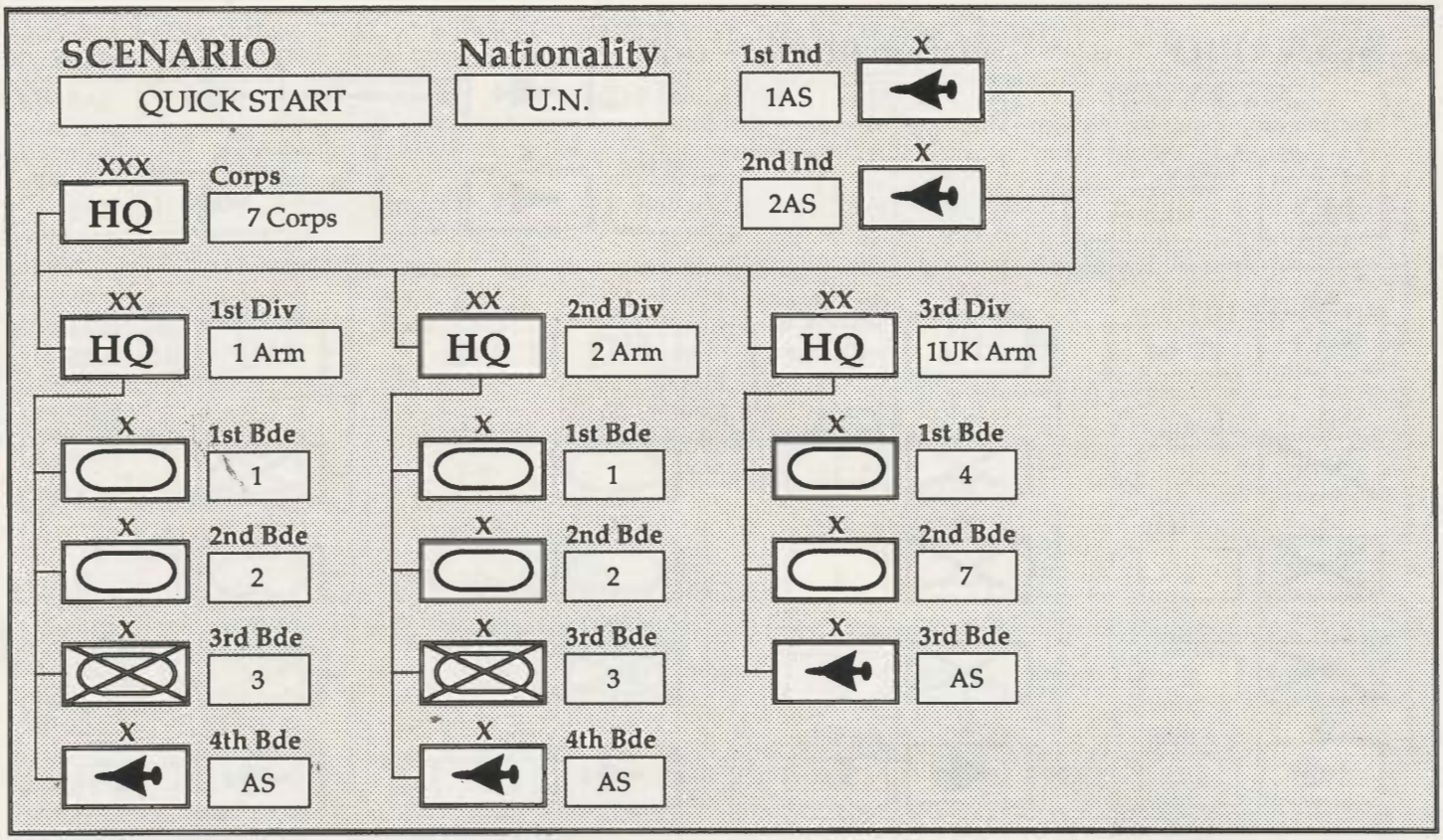


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	18 Corps	82 Air'	101 Air'	1 Cav	24 Mech
UNIT TYPE	[8]	Combined	Airborne	Airmobile	Armored	Armored
HQ ADMIN	0-7	7	7	7	7	7
LEADERSHIP	0-7	7	6	6	7	6
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	8	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	11,25	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	AS	1	2	3	AS	1	2	Tig	AS	1	2	197	AS	1AS	2AS	3AS	4AS
LOCATION	(x,y)	19,26	19,27	18,27	21,19	16,25	17,25	17,26	21,20	12,24	12,25	13,24	21,21	11,23	11,24	10,24	22,22	22,19	22,20	22,21	23,19
CLASS	0-13	0	0	0	13	0	0	0	13	11	11	2	13	2	11	2	13	13	13	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	14	14	14	11	14	14	14	11	10	10	10	11	3	10	3	11	11	11	11	11
MOVEMENT	0-31	8	8	8	0	10	10	10	0	10	10	10	0	10	10	10	0	0	0	0	0
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
MAX STREN.	0-15	9	9	9	15	9	9	9	15	9	9	12	15	12	9	12	15	15	15	15	15
INIT. STREN.	0-15	9	9	9	15	9	9	9	15	9	9	12	15	12	9	12	15	15	15	15	15
RATING	0-15	12	12	12	15	10	10	10	15	15	15	15	15	12	15	12	15	15	15	15	15
RANGE	0-15	0	0	1	15	0	0	1	15	1	1	0	15	0	1	0	15	15	15	15	15
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	7	7	7	7	6	6	6	7	6	6	6	7	5	5	5	7	7	7	7	7
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	3	3	3	3



HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	7 Corps	1 Arm	2 Arm	1UK Arm	
UNIT TYPE	[8]	Armored	Armored	Armored	Armoured	
HQ ADMIN	0-7	7	7	7	5	
LEADERSHIP	0-7	6	5	5	4	
HQ SUPPLY	0-7	7	7	7	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	8	N/A	N/A	N/A	
ARRIVAL	0-99	9	N/A	N/A	N/A	
LOCATION	(x,y)	7,24	N/A	N/A	N/A	

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	AS	1	2	3	AS	4	7	AS						1AS	2AS		
LOCATION	(x,y)	5,22	5,23	6,23	2,20	8,23	8,24	9,23	3,20	8,22	9,22	2,21						0,19	1,19		
CLASS	0-13	11	11	2	13	11	11	2	13	11	11	13						13	13		
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0						0	0		
EQUIPM'T	0-31	10	10	10	11	10	10	10	11	21	21	11						11	11		
MOVEMENT	0-31	10	10	10	0	10	10	10	0	10	10	0						0	0		
ARRIVAL	0-99	9	9	9	9	9	9	9	9	9	9	9						9	9		
MAX STREN.	0-15	9	9	12	15	9	9	12	15	9	9	12						15	15		
INIT. STREN.	0-15	9	9	12	15	9	9	12	15	9	9	12						15	15		
RATING	0-15	15	15	12	15	15	15	12	15	12	12	12						15	15		
RANGE	0-15	1	1	0	15	1	1	0	15	1	0	15						15	15		
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7						7	7		
EXPERIENCE	0-7	5	5	5	7	5	5	5	7	4	4	5						7	7		
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A						1	1		

QUICK START - Briefing

AXIS	ALLIED
SIDE [16]: IRAQ	SIDE [16]: UNITED NATIONS
CORPS [16]: Iraqi Army	CORPS [16]: Central Command
COMMANDER [16]: Saddam Hussein	COMMANDER [16]: Gen. Schwarzkopf

DAY	NIGHT	SUPPORT	DAY	NIGHT
0	0	QUANTITY (0-99)	50	50
0	0	RELIABILITY (0-3)	3	3
0	0	RATING (0-15)	15	15

AIR SUPERIORITY (0-7)

STATUS = 7
RELIABILITY = 7

STRONG ALLIED
DEPENDABLE

SCENARIO [16]: Quick Start

BRIEFING [26]: The Liberation of Kuwait, Jan 15th - 22nd, 1991

(0-3)	START =	0	am
(1-31)	DATE =	15	15th JAN 1991
(1-12)	MONTH =	1	
(0-99)	YEAR =	91	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	7	
(0-3)	WEATHER =	3	CLEAR
(0-7)	FORECAST =	5	STABLE
(0-7)	CLIMATE =	3	ARID
(0-31)	MECH MIN =	5	

BRITTLENESS

(0-9) AXIS = 60 %
(0-9) ALLIED = 00 %

NIGHT CAPABLE

(0-1) AXIS = 0
(0-1) ALLIED = 1

QUICK START - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	Water	-	-	-	-	-
T1	Farmland	1	1	7	7	7
T2	Swamp	12	8	3	3	4
T3	Desert	2	2	7	7	7
T4	Rough	4	2	5	5	6
T5	Mountain	12	4	2	2	3
T6	Oilfield	2	2	7	7	7
T7	Causeway	1	1	7	7	7
T8	Farm (N)	0	0	0	0	0
T9	Swamp (N)	0	0	0	0	0
T10	Desert (N)	0	0	0	0	0
T11	Rough (N)	0	0	0	0	0
T12	Mount (N)	0	0	0	0	0
T13	Oil (N)	0	0	0	0	0
T14	-	-	-	-	-	-
T15	-	0	0	0	0	0
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	3	6	3
-	CITY	N.A.	N.A.	3	1	3
-	BRIDGE	1	1	5	7	5
-	RIVER	N.A.	1	5	7	4

QUICK START - Objectives & Misc.

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
1(AX)	Karbala	2,8	3	0	1	27	2	10
2(AX)	Al Najaf	3,11	0	0	1	27	5	25
3(AX)	Baghdad	4,5	3	1	1	27	5	50
4(AX)	Diwaniyah	7,11	0	0	1	27	5	25
5(AX)	Khanaqin	8,1	0	0	1	27	2	10
6(AX)	Hafar Batin	10,23	0	0	1	27	25	0
7(AX)	Nasariyah	12,14	2	1	1	27	5	25
8(AX)	Al Amarah	15,10	0	0	1	27	2	10
9(AX)	Basra	18,16	2	1	1	27	10	100
10(AX)	Kuwait City	18,20	1	1	1	27	20	100
11(AX)	Ras Khafiq	19,23	0	0	1	27	25	0
12(AX)	Saffaniyah	21,26	0	0	1	27	25	0
1(AL)	Karbala	2,8	0	0	1	27	5	25
2(AL)	Al Najaf	3,11	3	1	1	27	2	10
3(AL)	Baghdad	4,5	0	0	1	27	10	50
4(AL)	Diwaniyah	7,11	3	1	1	27	2	10
5(AL)	Khanaqin	8,1	0	0	1	27	5	25
6(AL)	Hafar Batin	10,23	0	0	1	27	0	1
7(AL)	Nasariyah	12,14	2	0	1	27	5	25
8(AL)	Al Amarah	15,10	2	0	1	27	5	25
9(AL)	Basra	18,16	2	1	1	27	10	100
10(AL)	Kuwait City	18,20	1	1	1	27	10	50
11(AL)	Ras Khafiq	19,23	0	0	1	27	0	1
12(AL)	Saffaniyah	21,26	0	0	1	27	0	1

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	4 0	4th Hex =	8 0
2nd Hex =	6 0	5th Hex =	8 0
3rd Hex =	8 0	6th Hex =	8 0

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	2	2
ALLIED	15	15

MAP SIZE

ACROSS (0-2)	1
DOWN (0-3)	3

Equipment

0	
1	AMX-30s
2	M60-A3s
3	M2s
4	M84s
5	Trucks
6	155mm How
7	M113s
8	M3s
9	BTR-60s
10	M1A1s
11	Aircraft
12	T-72s
13	Special
14	Airborne
15	SAMs
16	122mmHow
17	Marines
18	Leg
19	BMP-1s
20	T-62s
21	Chal'ers
22	AMX-10RC

Continued from p. 23

is the single most important ingredient in the formulation of operational plans. American staff officers were able to lay the plans for "Desert Storm" with a degree of certainty never before achieved in the history of warfare. Conversely, absolute Allied air superiority denied Iraqi staff officers access to the most basic information on the strength and location of their opponents.

It is interesting to look back upon the media reports of the Allied air offensive which began on January 16th, especially during that first week. A lot was made of the failure of Allied air power to destroy all of Iraq's 700 combat aircraft; either on the ground or in the air. A far better indicator of Allied performance was the number of enemy sorties flown, and in particular the number of *successful* sorties and the number of enemy aircraft which flew *more* than once! From information presently available, it seems there were no successful sorties and it is unlikely that a single Iraqi aircraft actually managed two sorties (if you don't count fleeing to Iran).

It is hard to put into perspective the magnitude and significance of this achievement. Combined with the employment of new-generation laser-guided, smart bombs and missiles, Allied air power completely destroyed the Iraqi communications structure to the extent that it is doubtful that Iraqi front line units were able to receive any orders at all! Troop movement was interdicted day and night which made the creation of an operational reserve impossible; as soon as it moved, it was smashed. This was the first time in military history that a nation has had the ability to deny its opponent the capacity to react. In Normandy in 1944, the Allied air forces enjoyed what was then considered to be total air superiority. Yet German troops could still move virtually untroubled by night and German fighters, and occasionally bombers, flew and did damage.

When the Allied land offensive got underway, there was simply nothing left to fight. Bereft of air support, cut off from supplies (particularly water), leaderless and numbed by a solid month of non-stop bombardment, Iraqi soldiers just wanted to go home. The Iraqi Republican Guard did make some uncoordinated, futile charges in the general direction of the enemy but they did little more than provide target practice for Apache gunships.

From what one gleans from the media, and from comments made by certain US Servicemen who subscribe to this magazine, it appears that the US Commander-in-Chief, Schwarzkopf, enjoyed the confidence of his men. The consensus was that while Schwarzkopf remained in command, the politicians would not be allowed to mess them about too much. That may not have been necessary; it seems that US politicians could have actually got it right this time!

SOME NOTES ON THE SCENARIOS

The *Battlefront* data base has been thoroughly manipulated to reflect the conditions of a modern battlefield. The unit scale is division and/or brigade and the ground scale is 25 km per hex (16 miles). Artillery formations have (mostly) been factored into the manoeuvre units. This allows air power to be introduced as *de facto* artillery units. Air units have been defined as artillery units with 0 movement, 15 hex range and (usually) very high strength and combat ratings. They are deployed out of harm's way. (Some are in the Persian Gulf; so don't be alarmed by the presence of a large floating island off the Kuwaiti coast! Only AII/C64 users will see the island outline; it is hidden in the IBM/Mac/Amiga/IIGS versions. However, everyone should read the note in the terrain section following). Extensive testing has shown this approach gives a good simulation of air support.

Iran remained neutral throughout the war and to simulate the impassability of Iranian territory, a second set of terrain types with the suffix (N) have been added to the data base. Movement is prohibited in these terrain types. All territory inside Iran should receive these alternate terrain values. This artifice keeps everybody out of Iran for the duration. Well... almost; occasionally a routing Iraqi will jump the border but that's Roger's fault... not mine! There is a variant for the first scenario which postulates Iranian involvement and when this is used, Iranian terrain values are replaced with the primary terrain values.

The first scenario ("Invasion Kuwait") has two variant OB's, one for the above-mentioned Iranian force and

another for additional Iraqi defenders. If scenarios using any of these variant formations are played, add the data bases into the SHQ 3 slot of the appropriate side.

The OB's for the second and third scenarios are similar. Only the second scenario OB is provided in the magazine. There is a note in the following section which gives the procedure for creating the OB for the third scenario.

CREATING THE SCENARIOS

There are three scenarios to explore. The first is a hypothetical study of Iraq's potential to carry the war into Saudi Arabia. This scenario runs for two weeks and the Iraqi's must capture as much territory as possible before the reinforcing United Nations ground and air power halt their drive (and usually rout them back into Iraq). The Kuwaiti ground forces seldom last longer than one day and the Saudi forces take some time to concentrate. American troops begin arriving from the fourth day. Separate OB's, data displays and game map are provided for this scenario. The front line is the boundary separating Saudi Arabia and Kuwait from Iraq. Iran is (usually) neutral as described above.

The second scenario is again hypothetical and postulates that political pressure forced the United Nations forces into a premature ground assault beginning January 15th. United Nations forces have seven days to destroy the Iraqi army and capture Basra. Of course, they could have taken much longer but the seven-day time limit makes for an exciting challenge! Separate OB's, data displays and game map are provided for this scenario. The front line is the boundary separating Saudi Arabia from Iraq and Kuwait.

The third scenario is the historical one. Starting February 19th, United Nations forces have three days to destroy the remnants of the Iraqi army and capture Basra and Kuwait City. The data bases from the second scenario are used here. However, you will have to make some changes to them. Save the "Quick Start" scenario to another file or disk and rename it "Desert Storm"

(1). In the miscellaneous data base, alter the fort values for arm, art and inf to 4,7,4.

(2). Make all Iraqi Army and Corps HQ's brittle. Set the Axis brittle % in the briefing data base to 30%

(3). Reduce the admin values of all Iraqi Army HQ's to 0 and all Corps HQ's to 1. Reduce the supply values of all Iraqi Army HQ's to 0 and all Corps HQ's to 2.

(4). Reduce the fatigue values of all units in Army Kuwait to 2, Army Iraq to 3 and the Reserve to 4.

(5). Bring forward the arrival of all units in the Allied 7 Corps to turn 0.

(6). Change the start date to Feb 19th, 1991 and the game length to 3.

(7). Don't expect to win as the Iraqis!

GENERAL NOTES

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in any of the *Battlefront Game System* manuals.

Note that if you are building up the scenario on an IBM/Tandy version of the game, there are a couple of additional data entries to be made. These are noted where applicable. Furthermore, there is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics. Issue 14 of *Run 5* contains a detailed guide on the use of "full map" graphics on the IBM.

Macintosh users should follow the instructions in their manual. In Issue 15 of *Run 5*, there is a detailed guide on WarPaint™ for Macintosh users.

IIGS and Amiga users should follow the instructions in their game manual. Most of the hints for Macintosh users are applicable to IIGS and Amiga users.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase both map and data. Save again in the same location. This procedure prepares the template on which we will build either of the Ardennes scenarios.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary.

If possible, we recommend you prepare this scenario with any of the *Halls of Montezuma*, *Rommel* or *MacArthur's War* master disks. If you are using the earlier *Battlefront* or *Battles in Normandy* master disks then a few variables will have to be omitted. These are noted in the text. Note that these restrictions apply only to Apple II and C-64 users.

Corps Details [5.31]. Enter the data from the Briefing table.

Scenario Details [5.32]. Enter the data from the Briefing table. Ignore the Century, Climate, Brittleness and Night Capable variables when using the BF/BIN master disks.

Map Size [5.11]. Enter the data from the Map Size table.

Define Terrain [5.12]. Enter the data from the Terrain Effects Chart. If you are using a HOM/ROM/MW/PZ master disk on the AII or C64 or any IBM, Mac or IIGS master disk, you can use WarPaint™ to create the customised terrain icons of your choice.

Special Note Regarding Terrain for Crisis in the Middle East Scenarios. Each terrain type has two entries; one for combatant territory and the other for neutral territory. Have a look at the accompanying Terrain Effects Table. If Iran is neutral, then all terrain inside the Iranian National Boundary must use the terrain value with the suffix (N). For example, the terrain type in the Abadan hex is farmland. Because this hex is inside Iran, you must use a terrain value of 8. The adjacent hex, the Iraqi town of Basra, is also farmland. However, this hex gets the primary terrain value of 1 (i.e. it is not neutral). I hope you're not confused!

Each game map has about seven hexes in the Persian Gulf with airbase symbols. Use terrain type 15 (not 0!) for these hexes. Don't worry about airbase symbols on land hexes.

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the Miscellaneous Factors table and the appropriate part of the Terrain effects Chart.

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as advised above. Note also that the first scenario uses a different map to the second and third scenarios.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Equipment Roster [5.22]. Enter the data from the Equipment table.

Troop Creation [5.21]. The Germans and Allies each have three armies. Enter the data from the OB charts into the appropriate locations.

Objectives [5.23]. Enter the data from the Objectives table. Note there has been an additional variable introduced into the Objective data base in *Rommel* (IBM), *Halls of Montezuma* (Mac, IIGS, Amiga) and *Panzer Battles* (all versions). Objectives which have a senior HQ assigned to them may be designated as defensive objectives. Only the specified senior HQ will be affected by this condition and it operates only while the objective is under friendly control. A junior HQ from the specified senior HQ will be despatched to the objective and will defend it as long as the time reference applies.

Note that the movement mechanics in the IBM/Macintosh/IIGS/Amiga versions are more efficient than those in the AII/C64 versions and this may slightly alter play balance.

Minor Combat Effects (IBM, Mac, IIGS, Amiga and *Panzer Battles* AII/C64) [5.33]. The Fort Enhancement values are 2. The City Enhancement values are 0. The General Enhancement values are 5. AII/C64 users may wish to experiment with play balance by altering the general enhancement values. Note that you will need the *Panzer Battles* master disk or the complimentary *Battlefront System* master disk given out to C64 disk subscribers with Issue 14.

Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics, or using the first edition of *Halls of Montezuma*, can create the scenario using the advice given above.

IBM users with EGA or VGA cards and the *Rommel* (or subsequent) master disk have access to our "full-map" graphic routines. When creating the map or the unit icons, you must first disable the "full-map" graphics. To do this, run the program as rom f which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" *WarPaint*™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

For a detailed description of the procedure, read the article in Issue 14.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The *Battlefront System* program reads the size of the .lbm file on loading and adjusts the *WarPaint*™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

A NOTE ON THE GAME SYSTEM

In contrast to most board games, movement allowances are expended after a unit has moved into a hex; i.e. provided at least 1 MP remains, a unit will always move one hex. Only the *Battlefront Game System* handles movement this way. Our other games all require a unit to have the full cost of moving into a hex available before they can move into it.

PLAYER'S NOTES "Invasion Kuwait"

Iraq. You have about three days to kick butt before the Americans arrive and you need an advantage of about 800

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points by this time to withstand the inevitable counter-attack. Kuwait is the first stop, then Ras Khafiq and possibly Saffaniyah. You won't get to Dhahran and Riyadh is out of the question.

There's no easy way to defend against the lethality of US (and Saudi) air support units; you'll just have to suffer and hope you've built up a big enough lead to hang on. Fall back on Basra if you can but there's no certain way to hold it.

United Nations. Don't worry about the Kuwaiti units. They're going to rubbed out no matter what you do. Saudi and other Arab units begin arriving from turn 9 so make sure you don't let them get chewed up piecemeal.

As soon as your air support units come on-line, you can begin counter-attacks. Even a probe attack, if supported by air, will produce horrendous enemy casualties. Once the Americans arrive, you can move safely to a full ofensive. The high US supply and admin values will permit those units to fight hard for several turns in a row.

Aim to capture both Kuwait and Basra which means you'll have to get into Iraqi territory by turn 40 because the terrain around that city is slow going and congested. It's the only good defensive terrain the Iraqis can use.

"Quick Start" and "Desert Storm"

Iraq. Advice here is easy. Don't play the Iraqis! All you'll do is watch your men get slaughtered.

United Nations. You can have more fun with this scenario than any other. Just about every attack will result in a destroyed enemy unit and in "Desert Storm" where all Iraqi units are brittle, whole formations will disappear right before your eyes. The victory point awards for objectives are designed to keep you on your toes so if you don't move smartly, you may lose on points.

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
12(AX)	Abadan	23,5	3	1	1	47	5	25
12(AL)	Abadan	23,5	3	1	1	47	5	25

For those of you who have slugged it out in some of the tough WWII scenarios we have designed over the years, you'll appreciate just how noteworthy the US triumph has been. Germany took 90,000 casualties in the campaign in Poland in 1939, long considered to be one of the most one-sided contests in modern military history. America lost less than 500 men, and even some of those were *own goals*. Iraq's military casualties, only estimates at this point, look like being in excess of 200,000! I suspect it will be quite a while before someone else tries to take on US military might.

VARIANTS
"Invasion Kuwait"

(1). An interesting variant for this scenario is to suppose that Iranian resentment against Iraq was sufficiently strong to tempt them into coming to the assistance of Kuwait; unlikely with the present, moderate government but not so when the demented Ayatollah ran the show. If you have a disk subscription, this variant is already prepared; if not make the following changes to the Invasion Kuwait scenario.

Add the optional Iranian and Iraqi OB's to the data base. Change all the terrain values inside Iran to the primary values; i.e. do *not* use the terrain values with the (N) suffix.

Change the hex control value inside Iran to Allied. Change the Axis and Allied Objective "To Baghdad" to "Abadan" as shown in the accompanying table.

Add a fort to all hexes on both sides of the Iran/Iraq frontier. Move the starting locations of all Iraqi units from Armies 1 and 2 which begin the game in Basra (22,4) or hex 22,5 to 18,4.

Delay the arrival of all 18 Corps units for 8 turns, except the units of the 82 Airborne.

(2). The arrival schedule for 18 Corps units is based upon the urgency associated with the impact of an Iraqi drive into Saudi Arabia. SNAFUs may well have caused problems. Again, delay the arrival of all 18 Corps units (except 82 Airborne) for 8 turns.

(3) And then there's always the possibility that US Congress could prevent the US from interfering at all. Delete the 18 Corps entirely. This variant can be used with or without optional Iranian involvement.

"Quick Start" and "Desert Storm"

(1). There's precious little that can be done to give the Iraqis even half a chance. The astonishing capability of US air power foredoomed the Iraqis from the start. However, to make things sporting, you could try imaging that suudenly oil lost its importance in world affairs and the US presence was accordingly reduced.

Remove 7th Corps entirely and the 101 Airmobile and 24th Mech from 18th Corps. Remove all but one air support unit from the 18th Corps. Double the victory points per turn the US receive from objectives. With this variant, some Iraqi units might conceivably survive! ◆

IBM Disk Subscribers

Just a reminder that you should receive a complimentary copy of the game disks for the revised version of *Decisive Battles Vol II* with your subscription disk. If you don't, then get onto either our US or Australian office.

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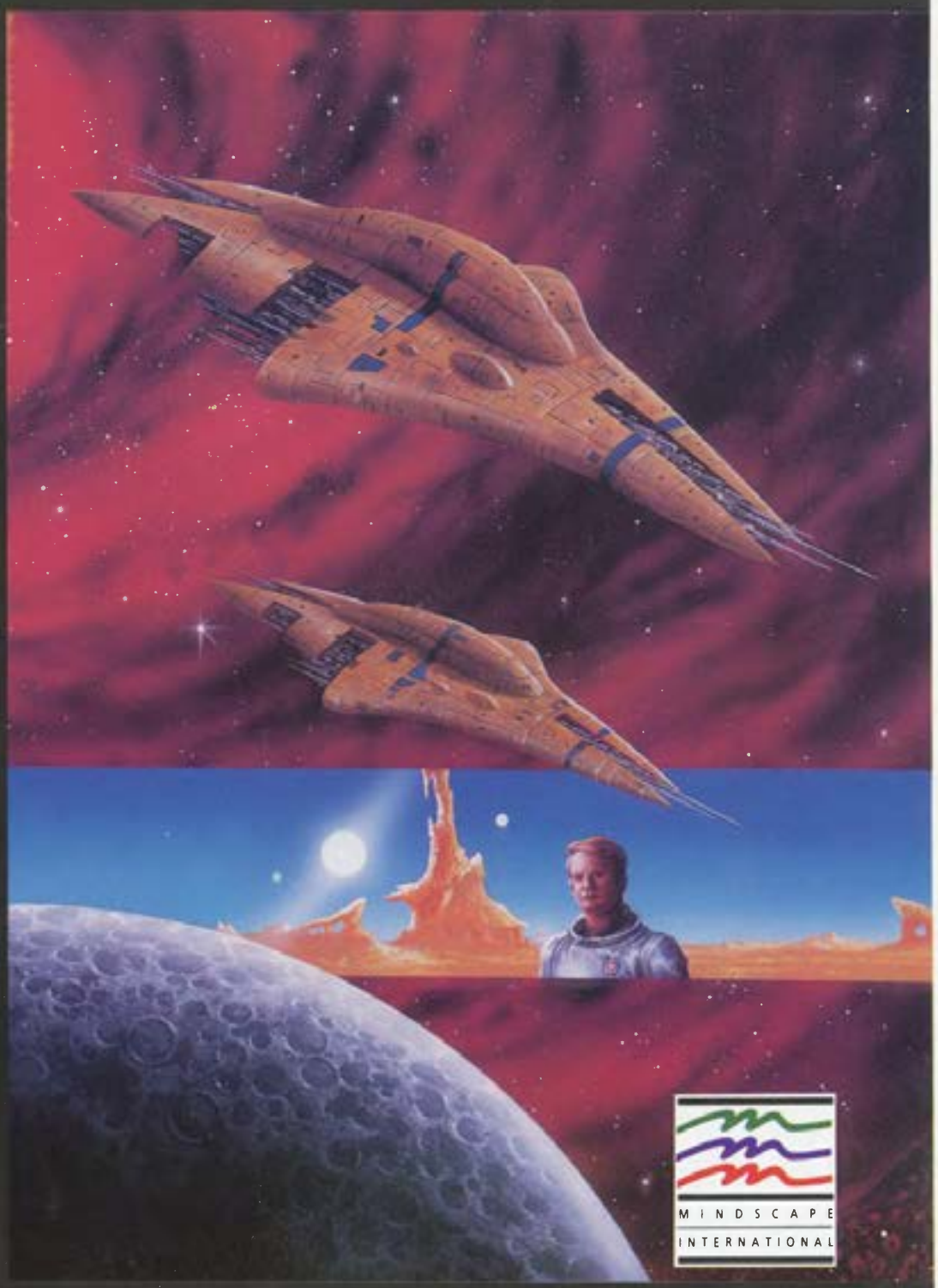

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